STAR WARS®

EDGE OF THE EMPIRE™

SUNS OF FORTUNE

A Sourcebook for the Corellian Sector

STAR WARS® ROLEPLAYING

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ROLEPLAYING GAME

SUNS OF FORTUNE

Corellia, the cradle of galactic civilization. This jewel of the Core worlds invented hyperspace travel and blazed the path for colonizing the galaxy.

Now, as war engulfs the galaxy and the Empire grows in strength, the sector struggles to maintain its freedom in the face of oppression. Thieves and smugglers flock to Corellia to make their fortune. The wealth of the galaxy flows along the Corellian Run, and those who have the wits and daring can seize it for themselves....

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TABLE OF CONTENTS

Exploring Corellia 5
So What's In This Book, Anyway? 6
Chapter I: The Corellian System 8
Corellia 10
Points of Interest 13
Drall 22
Points of Interest 24
Selonia 30
Points of Interest 32
Talus and Tralus 36
Points of Interest 38
Centerpoint Station 44
Other Planets and Features 49
Chapter II: The Corellian Sector 52
Duro 56
Nubia 62
Aurea 66
Sacorria 70
Corfai 74
Froz 76
Vagran 78
Xyquine II 80
Other Corellian Sector Systems 82
Chapter III: Player Options 88
New Species 89
New Weapons 94
Gear 100
Corellian Vehicles and Starships 104
Chapter IV: Modular Encounters 114
Sabacc Game on The Row 117
Tunnel Delving 121
Hard Bargain 124
The Long Arm of the Law 127
Taming the Dragon 128
A Quick Stopover 132
Beyond the Boiling Sea 135
Conical Six Summit 137
The Corellian Shuffle 140



"I'm a little busy right now, Gus!"

I could hear the Drall give a disapproving tsk over the comlink. "Come now, Tala, this is important. You're just driving a swoop, you can pay attention."

"Racing a swoop, and–" I yelped and ducked as vicious blades of razorgrass whipped by my head. "–it's not as easy as it looks!"

I shot through the razorgrass grove, spinning my swoop desperately to avoid the murderous crystalline blades, then pulled out over a long stretch of bubbling, steaming mud. I went low, skimming less than a meter above the swamp, my repulsorlifts kicking up a fantail of boiling sludge. Just ahead, I could see a red blur through the mist. Jostero's swoop.

"How you doing, Tala?" Conevor's worried voice cut in over Gus's grumbling. "You catch up to Jostero yet?"

"I'd be doing better without your questions," I snapped. A fallen tree capped the far end of the mud flats, forming a sunken arch. Over or under; I chose over. The swoop's afterburners boomed and I soared over it in a long arc, coming down hard enough that I almost cratered in the swamp despite the repulsorlifts. For a moment I lost sight of Jostero, then I saw him pulling a beautiful little high-speed side slip around a rocky outcropping. He glanced back as he did it and I caught the flash of his perfect teeth. I gritted mine.

"Hey, just a little worried about losing my ship, Tala. That makes this a big deal," Conevor said as I shot past the same outcropping. Turns out it was on the edge of a ravine. A ravine lined with razorgrass. I power dove into the gulch and pulled the hardest right I could. Half a dozen razorgrass spines snapped off my steering vanes; one tore down my arm. I didn't spare a second to look at it—the ravine zigzagged like a drunken Gamorrean—but the burning pain told me nothing good. Luckily, I could still shout.

"Listen, you nerf-herding moron!" Left turn. "I wasn't the one who thought it would be fun to slum on Treasure Ship Row." Razorgrass clump. "I wasn't the one who got in with a bunch of kriffing privateers." Right turn. "And I certainly wasn't the one who started talking up how my pilot—" Whoops, big rock. "—was the hottest jockey this side of Kessel, and you'd wager anything, including your ship, on a race–"

"Ahem," Gus cut in. "As much as I enjoy listening to your verbal tirade, I think you should both know that Jostero's crew has been talking amongst themselves. They've decided that even if you win, Tala, they are still going to kill everyone and take Conevor's ship."

Silence on the coms.

"What are we going to do?" Conevor said quietly.

"I have a plan," Gus replied. "However, I need some time to enact it. Tala needs to keep racing. Maybe she can even win."

"Right," I said sourly. "No problem."

We were coming up to the end of the course. The ravine terminated in a cliff face, the track splitting off at the last moment and running down a steep but navigable path. Jostero still had the lead, and if I didn't get ahead of him before that cliff...

Just then I saw Jostero's red swoop pop out of the ravine, heading for the cliff path. No choice. I hit the throttle and powered straight ahead.

The swoop shot out of the ravine and soared, fifty meters above the swamp basin. Razorgrass grew in huge, five meter high clumps, everywhere below me. I was falling fast; I aimed the swoop at the closest thing to a clear patch and hoped.

The impact nearly blew the repulsorlift, bent the vanes, and shattered the faring. But somehow, miraculously, none of the meter long blades impaled the swoop—or me. Sputtering, listing, and leaking smoke, my swoop limped into the clearing where Conevor, Gus, and Jostero's gang waited.

When Jostero pulled in, I could see the open-mouthed astonishment on his face. I took off my crash helmet and tried to act cool. "Glad you could make it, Jos."

Conevor stepped forward. "Well, I guess we win the bet, right?" I could see the sweat beading on his brow.

Some of Jostero's boys started reaching for their pockets. Jostero shook his head. "Yeah...about that..."

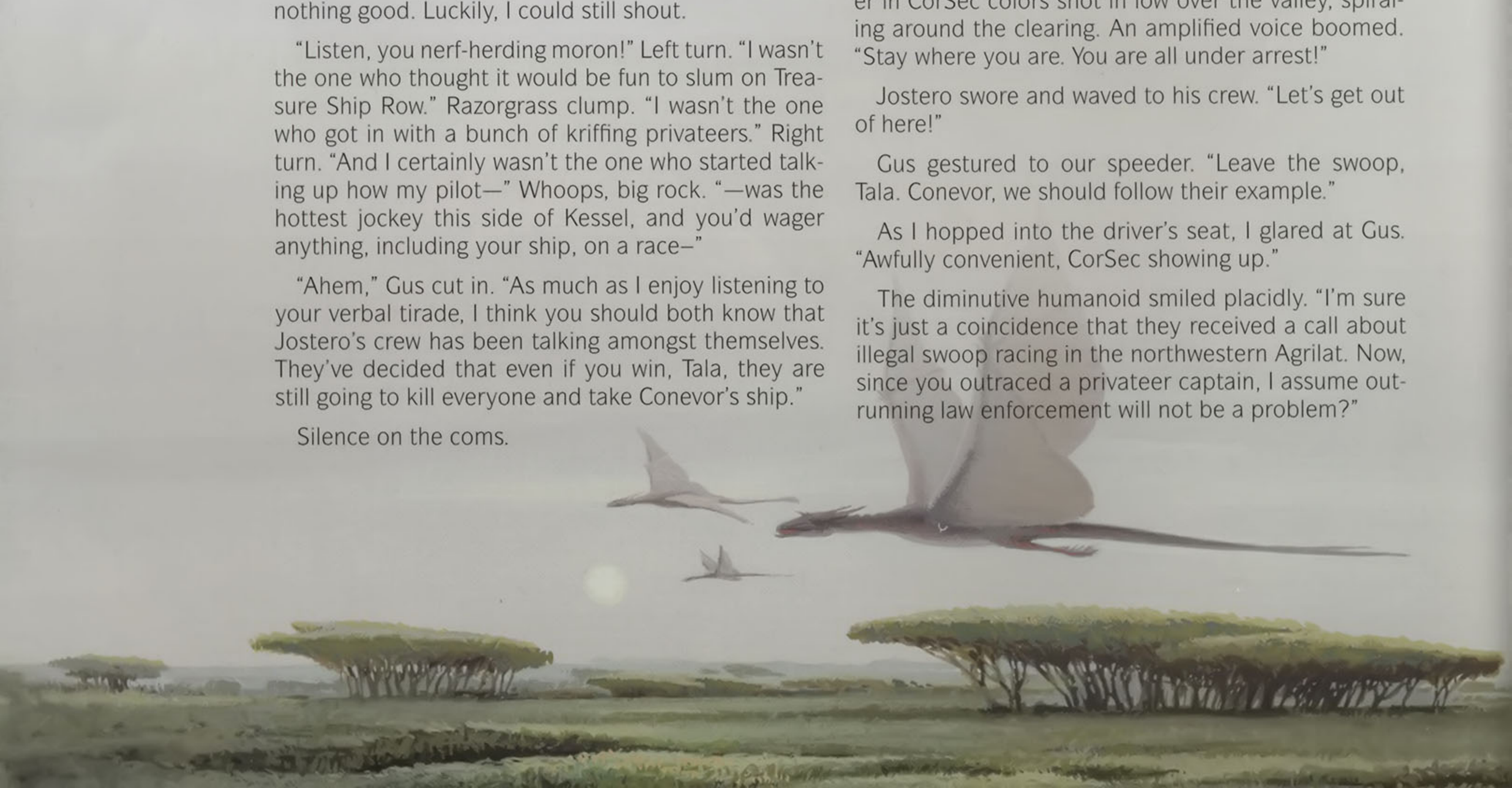
The crack of a hypersonic airspeeder drowned out anything else he had to say. A long-range recon speeder in CorSec colors shot in low over the valley, spiraling around the clearing. An amplified voice boomed. "Stay where you are. You are all under arrest!"

Jostero swore and waved to his crew. "Let's get out of here!"

Gus gestured to our speeder. "Leave the swoop, Tala. Conevor, we should follow their example."

As I hopped into the driver's seat, I glared at Gus. "Awfully convenient, CorSec showing up."

The diminutive humanoid smiled placidly. "I'm sure it's just a coincidence that they received a call about illegal swoop racing in the northwestern Agrilat. Now, since you outraced a privateer captain, I assume outrunning law enforcement will not be a problem?"



EXPLORING CORELLIA

Welcome to Corellia. Home of fast ships and the daredevils who pilot them, Corellia has long maintained a reputation of being the birthplace of smugglers, scoundrels, and the most talented jockeys ever to fly a snubfighter or ride a souped-up speeder bike.

While this reputation may be slightly—but only slightly—exaggerated, Corellia is nonetheless a perfect place to find excitement and adventure. Located among the ancient worlds and civilizations of the galactic Core, Corellia avoids being stuffy and overly constrained with laws and regulations. The spirit of adventure still thrives here, drawing thrill-seekers from all over the galaxy. Whether they hope to win it big on Treasure Ship Row, make a fortune smuggling to Selonia, purchase one of Nubia's amazing ships, or even pull off the art heist of the century on Aurea, things are just more *fun* in Corellia.

YOUNG, BRASH, AND FULL OF FIRE

The worlds of the Core tend toward reliability, officiousness, and the staid and stuffy demeanor one only finds amongst disapproving parents and the rulers of galactic civilization. To them, Corellia is an unruly cousin who hasn't managed to learn an ounce of manners or decorum; Corellians keep getting into fights, causing an uproar, and could someone please convince them to stop breaking intergalactic law? For their part, Corellians embrace their role as galactic troublemakers. They regard it as nothing less than their sacred duty—and incredibly entertaining—to keep their boring follow Core-worlders on their toes.



Corellians enjoy their freedom above almost all things, and that carries over into their planet's interactions with everyone else. It's nearly impossible to find a Corellian who won't go on at length about how their planet reserved the right to withdraw from the Republic if they didn't like how things were going. Likewise, Corellians love to remind their fellow Core-worlders that it was Corellia who finally ended thousands of years of intermittent warfare between Coruscant and neighboring Alsakan by trouncing the Republic and the Alsakan fleets in a few months. They gleefully recount how Prince-Admiral Jonash e Solo stood on the floor of the Galactic Senate on Coruscant and forced both sides into a truce at the point of his sword, then pause and reassure the listeners, "but I'm sure your planet is very nice, too."

Even the rise of the Empire hasn't quenched the Corellians' irrepressible spirit, though Star Destroyers loom over their cities and white-armored stormtroopers stand ominously on their street corners. Instead, unprecedented numbers of Corellians have spread out into the galaxy to seek their fortune and their freedom. Now, wherever there's trouble, there's sure to be a Corellian at the heart of it.

Of course, what really annoys the other Core worlds is that for a planet of scoundrels, malcontents, and reprobates, Corellia is practically a paradise. The planet is the perfect combination of idyllic farmland and wilderness punctuated with the bright lights and fast times of

massive metropolises. Most of the worlds in the Corellian sector (with the notable exception of Duro) are similarly blessed, and many who live in the Corellian Sector enjoy a life the rest of the galaxy can only envy.

THE BEST SHIPS IN THE GALAXY

When one hears "Corellia," the first thing that comes to mind is "fast ships," and that's not wrong. Corellian Engineering Corporation makes the most and the best light freighters and transports in the galaxy. Kuat may build Star Destroyers, and Sienar may make TIE fighters, but CEC handles everything else.

A light freighter might not sound very exciting, but CEC's ships tend to have a reputation for being the "hot rods" of civilian starships. A Corellian "freighter" might have faster engines, better armor, and bigger guns than the patrol boats trying to chase it, and that makes it key for smugglers, gunrunners, and anyone with a taste for excitement and willingness to misbehave.

Of course, the Corellians aren't the only ones in the sector making spaceships. Nubia's starships, though less well known, offer the discriminating buyer an opportunity to pick up vessels that are potent, high-quality, and sometimes downright weird. Anyone buying a ship from the Nubians guarantees they'll be flying something unique.

PLACES TO GO, PEOPLE TO MEET

Corellia is such an intriguing place that it's easy to forget there dozens of other worlds in the Corellian Sector. Each has its own unique customs, traditions, ecologies, and histories. However, all are tied together by the shared ideologies and histories of the Corellian Sector.

The Sector is a fascinating place to explore, and has enough variety to host entire campaigns. Enthusiasts of corporate espionage can travel to Nubia, where big corporations fight in the shadows over the latest bits of choice technology and innovation while keeping the population content on a steady diet of creature comforts and entertainment. Starship enthusiasts may prefer to travel to Duro. This ancient civilized planet has a surface wracked by pollution while the populace lives in mega-stations orbiting high overhead.

Of course, if the group wants to partake in some good, old-fashioned criminal enterprise, Aurea's the place to go. This planet has some of the best artists in the galaxy. Thus, art theft is both highly lucrative and incredibly dangerous, punishable by death.

These are only a few of the planets in the Sector. From jungle worlds to oppressive military states, players can find just about everything in Corellia.

However, players don't just have to *visit* Corellia, they can also call it their home. Corellian-born humans tend to be sharper pilots and have faster reflexes than their counterparts elsewhere in the galaxy, leading some to brag they are truly a breed apart. However, two planets in the Sector—Selonia and Drall—host sapient species found nowhere else in the galaxy. The diminutive geniuses of Drall or the somber warriors of Selonia make for new and unique characters on the fringes of space. Whether these are fringers far from home, or ne'er-do-wells operating right in the heart of Coronet City, the inhabitants of the Corellian Sector are bound to keep things from getting dull.

SO WHAT'S IN THIS BOOK, ANYWAY?

Suns of Fortune is a setting book designed to take readers on a whirlwind tour of the Corellian Sector, providing material for players and Game Masters alike. In this book, readers find detailed guides on dozens of planets in the Corellian Sector, as well as profiles of the exotic, interesting, and downright dangerous creatures that live there. From the history and formation of the sector and the current situation on the planets, to the NPCs and adversaries that inhabit them, Chapters I and II provide GMs everything they need to run a campaign in the Corellian Sector.

Chapter III follows up with lots of useful bits for Player Characters. First and foremost, it provides three new species options for PCs: the hyper-intellectual Drall, the dour and dangerous Selonians, and the Corellian-born humans (a variation on humans found in the **Edge of the Empire** Core Rulebook). The chapter also profiles weapons, armor, gear, and starships from Corellia and the other planets in the Sector. This gives players plenty of interesting toys they can insert into their game to give it a Corellian flavor.

Finally, **Suns of Fortune** ends with an entire chapter of modular encounters. Modular encounters are designed to be picked up and inserted in any ongoing adventure; they don't require a lot of setup and can be completely self-contained. This way, GMs can use them to flesh out their existing campaigns, or, if they prefer, they can take one or more of these modular encounters and use them as the basis for an entirely new campaign.

CHAPTER I: THE CORELLIAN SYSTEM

Home to no fewer than five habitable worlds and three different sentient species, the Corellian system has plenty to explore.

Corellia combines beautiful wildlands with bustling metropolises and extensive orbital infrastructure. Drall serves as a welcome counterpoint to Corellia's hustle and bustle, the planet where intellect and contemplation are prized above all. Storm-wracked Selonia is a world of deep oceans and the deeper tunnels beneath the waves. Finally, Talus and Tralus, the Double Worlds, orbit around each other (and around the enormous Centerpoint Station). They are sparsely populated planets, where vice is present and opportunities abound.

CHAPTER II: THE CORELLIAN SECTOR

The greater Corellian Sector includes several other worlds just as important in galactic affairs as Corellia.

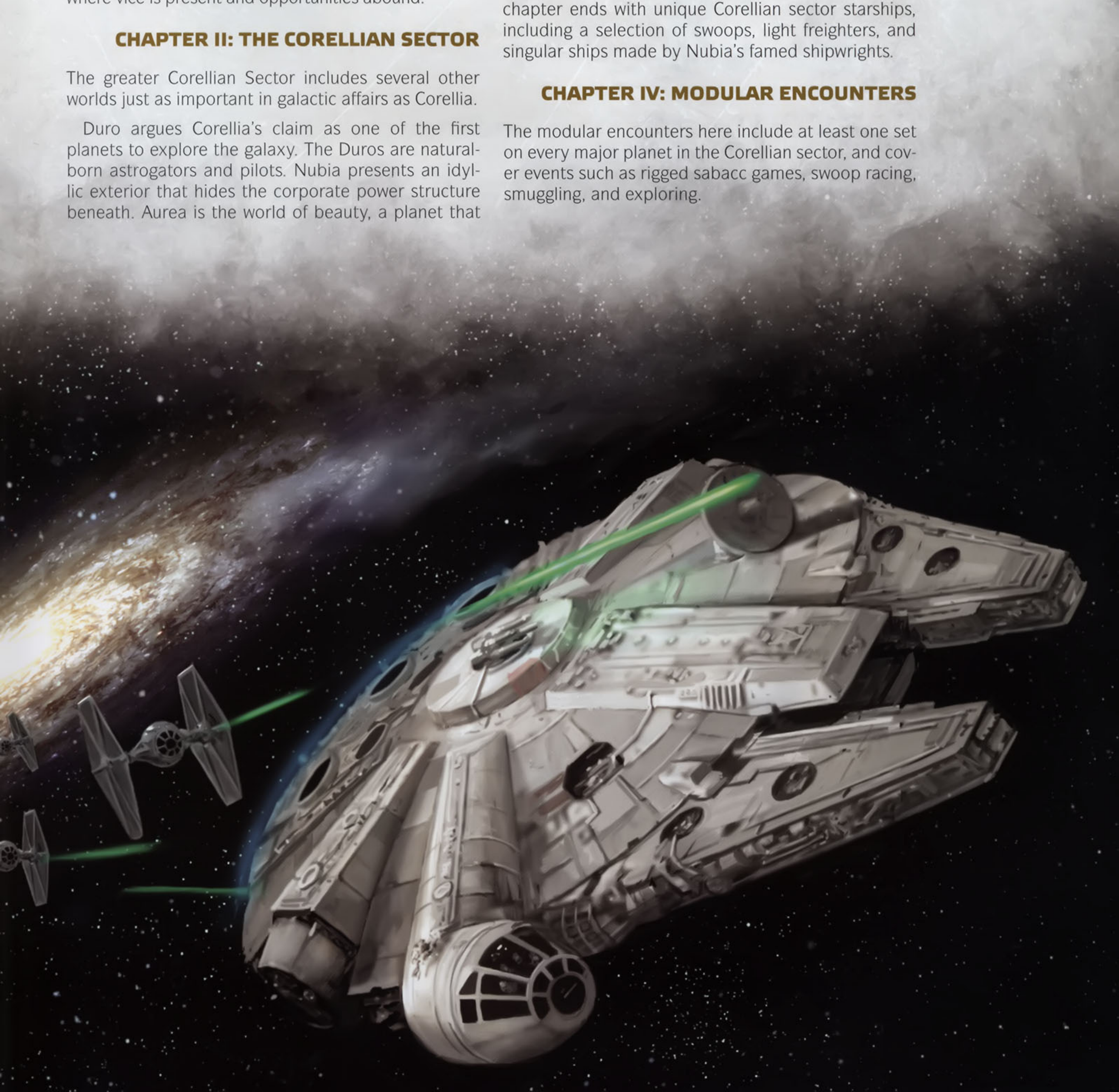
Duro argues Corellia's claim as one of the first planets to explore the galaxy. The Duros are natural-born astrogators and pilots. Nubia presents an idyllic exterior that hides the corporate power structure beneath. Aurea is the world of beauty, a planet that produces some of the best works of art in the galaxy. Sacorria hides its ruthless police state beneath a calm facade, and Froz burns after deadly reprisals from the Imperial fleet. The sector also hosts Corfai, Vagran, and dozens of other worlds.

CHAPTER III: PLAYER OPTIONS

This chapter presents two new playable species—the Drall and the Selonians—as well as the Corellian-born human for those who want to play a more specialized human character. It then details new weapons, armor, and gear that one can find in the Corellian sector, including specialized blaster pistols, Selonian glaives, Drall flashsticks, and Whyren's Reserve whiskey. The chapter ends with unique Corellian sector starships, including a selection of swoops, light freighters, and singular ships made by Nubia's famed shipwrights.

CHAPTER IV: MODULAR ENCOUNTERS

The modular encounters here include at least one set on every major planet in the Corellian sector, and cover events such as rigged sabacc games, swoop racing, smuggling, and exploring.





THE CORELLIAN SYSTEM

The longer the journey, the sweeter the homecoming.

–Corellian Proverb

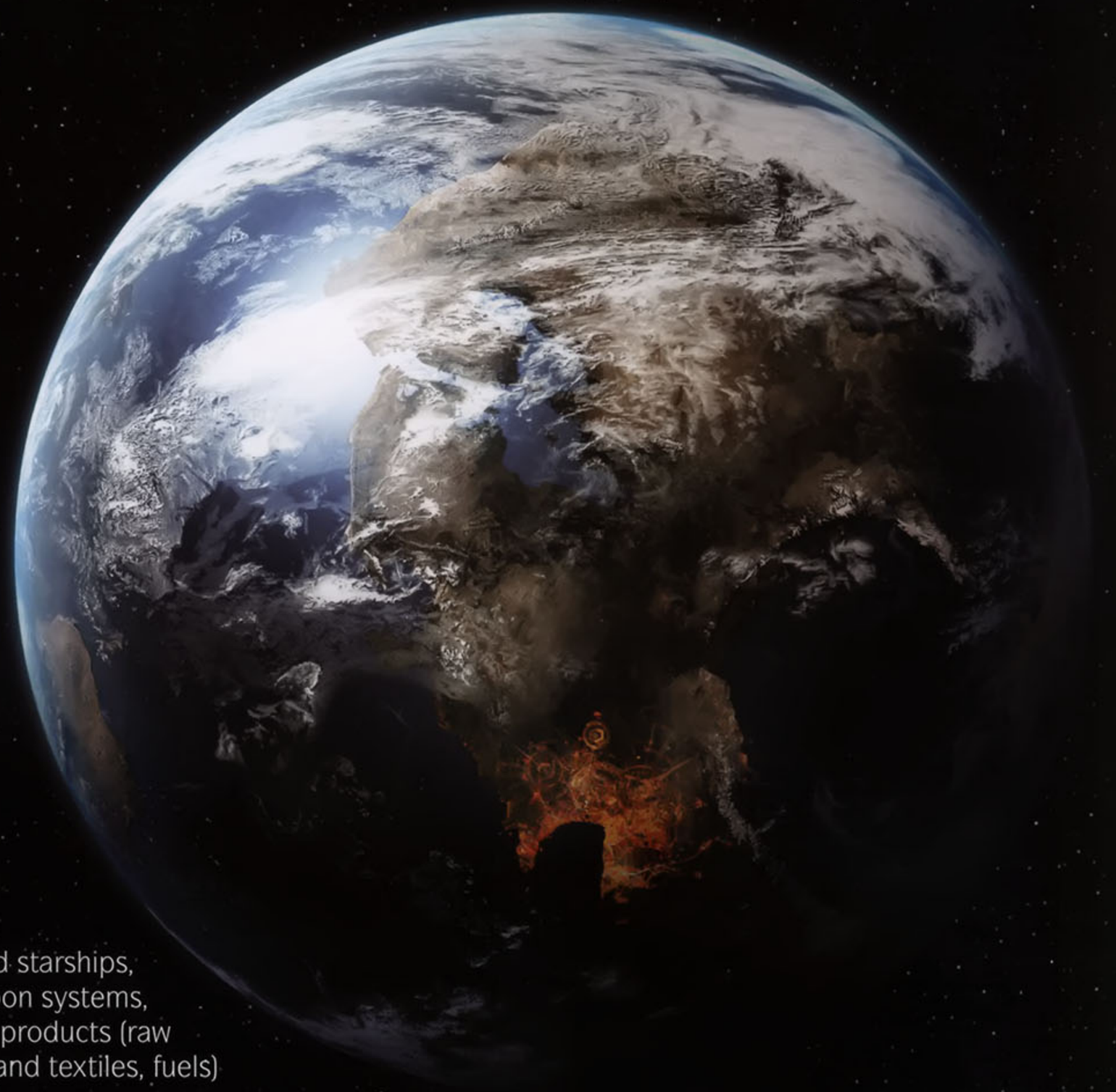
The Corellian System is, without a doubt, one of the most important political and economic entities in galactic history. Located to the galactic east of Coruscant, the system is an economic and industrial powerhouse, supplying ships, ship components, and other high-tech goods to much of the Core. Corellians are one of the first cultures to pioneer hyperspace travel. They established long and stable trade routes that bound the disparate systems and sectors of the galactic east together and are a founding member of the Galactic Republic.

The history of the Corellian System is shrouded in mystery. Researchers from the most prestigious universities in the galaxy have puzzled over the system for millennia. The most curious issue is the odd uniformity of the planets and the regularity of their orbits. It is widely believed that the Corellian system did not develop like other systems in the galaxy, but was in fact constructed by a long-dead race of godlike beings. Why this would be the case cannot be explained. However, it is the most widely accepted theory for why the Corellian System has no fewer than five habitable worlds and the massive and incredibly ancient space station known as Centerpoint Station.

There are five inhabited planets orbiting Corell (Corellia, Drall, Selonia, Talus, and Tralus) along with two uninhabitable frozen worlds far on the system's fringes. The first three are home to the native humans, Drall, and Selonians. Talus and Tralus, known as the Double Worlds, orbit one another in a strange binary planetary system, and in the stable gravity point equidistant from each planet sits the gleaming cylinder of Centerpoint Station. This small microcosm bears the self-appointed title of the Federation of the Double Worlds, and is a separate and often antagonistic political entity from its neighbors. The last two worlds in the system, Crollia and Soronia, have little in common with the terrestrial worlds, and are thought to be native to the star system. They are lifeless planets with no atmospheres and little in the way of natural resources.

Understanding the history and current state of the Corellian System is important to the understanding of the Core Regions as a whole. The following chapter deals with this history, detailing each world and the events which led to the system's current political and economic ascendency.

CORELLIA



Astronavigation Data: Corellian System, Corellian Sector, Core Region

Orbital Metrics: 329 days per year/25 hours per day

Government: Republic

Population: 3 billion (Human 60%, Drall 20%, Selonians 20%)

Languages: Basic

Terrain: Forests, hills, plains

Major Cities: Coronet (capital), Kor Vella, Tyrena

Areas of Interest: Treasure Ship Row, Corona House, The Gold Beaches, Selonian Tunnels

Major Exports: Alcohol, finished starships, starship components (hulls, weapon systems, sensors, drives, etc.), agricultural products (raw and processed foodstuffs, fibers and textiles, fuels)

Major Imports: Luxury goods, raw materials, personal weapons

Trade Routes: Corellian Trade Spine, Corellian Run

Special Conditions: None

Background: Corellia is the largest and most populous planet orbiting the star Corell. It is a pleasant, temperate world of rolling hills, soaring mountains, grassy plains, and broad, tempestuous seas. It is known throughout the galaxy for its lovely beaches, handsome people, and prowess at ship building and handling. Considered the "capital" of the Corellian System, Corellia (and its people, the intrepid Corellians) projects a vast amount of influence over the rest of the system, and provides most of the impetus behind the system's economy.

Corellia is currently governed by a corporate authority; throughout its history, Corellia has been ruled by a galaxy-spanning empire, a hereditary monarchy, a constitutional monarchy, and even a constitutional republic. It has given birth to some of the most powerful industrial concerns the galaxy has ever known (such as the Corellian Engineering Corporation) and some of the most infamous pirates, confidence men, and smugglers to ever sail a starship.

Corellia serves as the seat of government for the entire Corellian Sector, and many other planets in the region owe their colonization to the Corellians of yesteryear. Under Imperial influence, Corellia controls the sector, but it does so under the rule of the Imperial Grand Moff—first Fliry Vorru, then Naomi Dargon. CorSec, Corellia's Security Force, now operates with Imperial "liaisons" and fleets of Star Destroyers are a common sight in orbit.

THE CORELLIAN RUN

Plotted over 25,000 years ago by Corellian hyperspace explorers, the Corellian Run is the longest and most profitable hyperspace trade route in the galaxy. Its construction and development helped to make Corellia into the economic and political powerhouse it is today. The Run stretches from Coruscant in the Core to Wrea in the far reaches of the Outer Rim, and it spans tens of thousands of light years. Along the way, the Run passes through the major sectors of the Core Region, the Colonies, the Expansion Region, and the Inner and Middle Rim territories before it terminates at the edge of the galaxy. Thousands upon thousands of worlds are served by the Corellian Run and many of the galaxy's most profitable and traveled hyperspace lanes, such as the Namadii Corridor, the Hydian Way, and the Corellian Trade Spine, are merely tributaries of the great and ancient road.

ENERGIZED BY SUCCESS

Corellia—the primary planet of the star system Corell, in turn is the primary system of a sector bearing its name. Corellia has the distinction of being one of the oldest and most powerful Core worlds, with a population that still maintains a youthful enthusiasm and zeal for adventure.

CORELLIA'S HISTORY

The storied history of Corellia begins countless millennia ago when it is believed the godlike beings known as "Celestials" moved the world to Corell's system along with Drall, Selonia, Talus, Tralus, and Centerpoint Station. The earliest surviving records speak of Corellia's bondage under the brutal Rakata of the Infinite Empire some 30,000 years ago. The people toiled away in Rakatan factories, driven to the breaking point. For nearly 5,000 years, the proud Corellians labored under the Rakatan yoke, learning all they could of technology and engineering, until they finally rose up and threw off their shackles as the Infinite Empire crumbled. Free for the first time in living memory, the Corellians began the long and arduous task of rebuilding their planet.

As the Rakata fled or succumbed to the mysterious plague that decimated their species, they left behind their factories, their laboratories, and enough examples of their highly advanced technology to give the clever, quick-thinking Corellians a huge development boost. For two centuries the Corellians worked to reverse-engineer the Rakatan technology, knowing that their reward for faith and perseverance was out there among the stars from which their oppressors came. It was during this time of great technical advancement that the Corellians mastered the art of building starships. Their scientists and engineers worked around the clock to unravel the mystery of hyperspace travel, first arriving at the inefficient hyperspace cannon, then the ship-mounted hyperdrive.

Once they achieved hyperspace flight, the adventurous Corellians spread into the galaxy, making contact with neighboring stars within the Core and ushering them into a new era of galactic ascendency. Within a millennium of leaving their homeworld, Corellian surveyors had mapped the Corellian Trade Run and established the Corellian Trade Spine as one of the premier hyperspace trade routes of the Core regions. They discovered new stars, colonized worlds, and spread among the galaxy. As they charted new stars and met new peoples, they quickly made alliances with other powerful spacefaring species, such as the Duro and their fellow humans on Coruscant. These three groups, along with others, would eventually found the legendary Galactic Republic.

Over the next few millennia, the Corellians would go on to perfect their shipbuilding techniques, gaining a reputation for building high-quality, versatile ships that competed well against new rivals such as Kuat Drive Yards. Sometime around the founding of the Galactic Republic, the legendary Corellian Engineering Corporation was founded by a consortium of shipwrights and high-tech manufacturers, and their products only added to the Corellians' reputation. Their products gained a great popularity; both their finished ships as well as their sturdy, high-quality components were sought by many.

Other industries began to develop and thrive on Corellia during this time, mostly those related to the building and maintenance of starships. Countless mine shafts were driven deep into the planet, searching endlessly for more and greater quantities of raw ores to feed the insatiable hunger of Corellia's industrial sector. By the height of the Galactic Republic, Corellia had cemented its well-deserved reputation as an industrial powerhouse and one of the major players in the galactic economy. However, all of this success came at a price, and the bill was quickly coming due.

ECOLOGICAL DISASTER

Around 15,000 years ago, Corellia suffered three centuries of ecological disasters brought on by rampant pollution and unchecked industrial development. The world heated uncontrollably; seas rose; deserts expanded; famines and disease decimated both the animal and human populations. The atmosphere became choked with noxious fumes and the rains turned caustic, killing native flora and valuable food crops alike. Millions died during these troubled times as scientists and politicians argued and scrambled to find some kind of solution before their people became extinct. Finally, the planetary government hit upon an idea that was dangerously mad, unbelievably risky, and absolutely worth trying. Over the course of the next fifty years, thanks to the efforts of every man, woman, and child living on the planet, the Corellians moved their entire industrial infrastructure into the planet's orbit where it could no longer harm their homes.

The unprecedented move of effectively ejecting industry from the surface of the planet turned out to be beneficial to both the Corellian people and Corellia itself. Since the Great Re-Tooling (as it is sometimes called in Corellian history books), Corellia's environment has healed completely, with only overgrown abandoned quarries and lingering spots of high radiation to mark where the previous heavy industry had been. For the companies that were moved off-world, advances in orbital production techniques and materi-

als science allowed them to become leaner, more efficient, and vastly more profitable. With few regulations laid on them by the Corellian Government (aside from security, trade, and workplace safety laws), Corellian industrial concerns were free to ratchet up both their production and their profits, making owners, shareholders, and employees alike very happy indeed.

Today, Corellia is one of the last core worlds to resist complete domination by the Galactic Empire. Always fiercely independent, with its own governmental structures and military forces, Corellia continues to maintain that hard-won independence as much as possible. They have, however, made some concessions, allowing the Empire to build garrisons and carry out anti-rebel operations on the planet. Currently, after centuries of constitutional monarchy and some brief flings with other forms of government, Corellia is a flourishing corporatocracy. Fronted by the puppet Diktat and run by the boards of directors of CEC, The Corellia Mining Corporation, Gowix Computers, and other powerful corporations, Corellia's only concern is the development of a business-friendly environment and the happiness of the government's numerous shareholders.

PEOPLE AND CULTURE

The Corellian people are, on average, naturally smarter, luckier, and better-looking than the typical galactic citizen. At least, that's what they tell everyone. Whatever the cause, the Corellians are undeniably blessed with an inordinate amount of good fortune and endless self-confidence. They have a reputation as hard-charging mavericks who have an infuriating tendency to escape from uncomfortable situations that would consume other, lesser folk. A proud people, they enjoy hard work, hard play, breaking rules, and subverting the dominant paradigms of galactic society. They are also superstitious, putting great faith in charms and talismans, such as wearing green clothing or painting the color on their ships or vehicles before especially dangerous business. Corellians believe themselves to be unstoppable, immortal, and able to spit in the face of chance and come out the winner every time. Alongside the devil-may-care attitude that runs rampant through Corellian society is a strong streak of sentimentality. Corellians love their families, their cities, and their planet more than even life itself. When traveling abroad, they typically carry trinkets and mementos to remind them of hearth and home; when in foreign ports, they tend to con-

gregate together, often at cantinas and tapcafes that cater exclusively to Corellian clientele. This juxtaposition of willingness to cast off on a whim to explore the unknown and sentimental attachment to their home and fellow Corellians is a large part of what defines these people and sets them apart in the galaxy.

Visiting Corellia is an eye-opening experience for the uninitiated. With their reputations as mavericks, scofflaws, and scoundrels, most people in the galaxy imagine that Corellian society is a mixture of crooked business deals, thievery, and unbridled bacchanalia. While there is certainly some of that, on the whole Corellia is an urbane and sophisticated world with shining, efficient, comfortable cities, beautiful beaches, and exciting tourist attractions. That being said, the Corellian love of speed and danger has given rise to a number of organized swoop-rider gangs who take part in a unique subculture of underground swoop racing.

Dangerous in the extreme, the only thing these swoop gangs hate more than a CorSec officer is a member of a rival swoop gang. When they are not building ever-faster, more powerful swoop bikes in anonymous garages in rundown neighborhoods or racing pell-mell through city streets and hidden marshy lanes, they are battling one another for control of turf and profits from criminal activities. Swoop gangers are typically young, disaffected men and women from poor families who see gang life as a way to escape their situations and make something of themselves. The power, prestige, and even the danger, are intoxicating; oftentimes their fellow gangers are more family than any blood relation.

For more information on the Corellian people, including character creation rules, see page 93 in **Chapter III: Player Options**.

CORELLIAN SOUL DIAMONDS

One of the more touching traditions of Corellian culture is the production of soul diamonds. When a Corellian passes away, his body is cremated and his family has his ashes turned into pure blue-white synthetic diamonds. It is said that some small part of the dearly departed's spirit remains in the gem and, in fact, many have a subtle glow about them that seems to come from within. Soul gems are commonly incorporated into jewelry or mounted in special displays equipped with small repulsors that keep the gems floating in mid-air, often with other soul gems from long-dead family members.

POINTS OF INTEREST

As befits its long history and its important influence on the galactic economy and culture, Corellia is a treasure trove of dramatic, exciting, and often dangerous locations. The following is a selection of interesting locations on Corellia.

CORONET CITY

Coronet City is the capital city of Corellia, and arguably the entirety of the Corellian System. Located on Corellia's southernmost continent on the shores of the great southern ocean, Coronet is a huge, densely populated, thoroughly modern metropolis home to millions of sentients from all across the galaxy. Coronet City is renowned throughout the Core for its beautiful architecture, its bustling night life, its flourishing economy, and its cultural and academic institutions.

Thanks to Corellia's proximity to important hyperspace routes and the numerous industrial concerns headquartered there (including the legendary Corellian Engineering Corporation), Coronet City's population is the most diverse in the Corellian Sector. In its neighborhoods lives a multitude of species all working, living, and playing together in relative peace and harmony, and it is this diversity that makes the city so strong.

Coronet City's economy is driven mainly by the galactic starship industry and the high-tech firms which serve it. The beating heart of Coronet's commerce is the Central Business District. This section of the city is packed with graceful, soaring towers hundreds of stories high that house the offices of numerous corporations. Smaller service businesses stand in the shadows of the office towers, providing all manner of goods and services to the thousands of office workers employed there. The offices of Corellia's premier news organization, the Coronet Times, are also located here; the hundreds of sub-space transceivers and holonet uplinks sprout from the top of its tower like a forest. There is also a bustling service and tourism industry, both above and below board, that serves the multitude of Coronet's inhabitants and the countless business and pleasure travelers that pass through the city each year. Since its founding, the city has been built with the goal of facilitating commerce and making it easier to live and work within its borders. Coronet City has an incredibly efficient and comprehensive transit system that consists of interconnected maglev, subway, and speeder bus lines that operate day and night, carrying hundreds of thousands of passengers about their daily business. For entertainment,

the city offers theaters, dining establishments, professional and semi-professional sports teams, museums, parks, and plazas, all located in the main entertainment district known as Coronet Heights. The Heights is also home to the Coronet City Zoological Park and Botanical Gardens, as well as the Museum of Fine Art.

Coronet City is also deeply involved in the business of government. The large, well-guarded Governmental Sector is home to the Diktat, the head executive of Corellia; the planet's legislative branches; and countless faceless office blocks and administration buildings housing Corellia's huge bureaucracy. Embassy Hill, a swank neighborhood of tree-lined boulevards and multi-billion credit manors patrolled by heavily armed private security droids, houses the many off-world ambassadors who live and work in the Governmental Sector, along with other important dignitaries. The Hill is also home to the Coronet Arms Hotel, reported to be the most luxurious hotel in the Sector; visiting heads of state and other incredibly wealthy and powerful individuals stay there when visiting Corellia.

BLUE SECTOR

The Blue Sector is the seediest, shabbiest, most crime-ridden part of Coronet City. A huge area of dense residential and commercial zones, it is home to countless cantinas, tapcafes, tattoo parlors, run-down hotels, houses of ill-repute, crooked casinos, and all manner of disreputable enterprises. Long ago, CorSec gave up on patrolling the sector, effectively ceding its control to the handful of swoop gangs who now act as the de facto government. Despite all of the crime and corruption and urban decay, the Blue Sector remains one of the most popular destinations in Coronet City for city residents and tourists alike. It is where wealthy and middle-class citizens go to experience "the real Coronet City," (less charitable persons refer to it as "going slumming") and where disaffected youth of all classes congregate to make art, make mistakes, make trouble, and generally find themselves before returning to their safe suburbs with a handful of stories and perhaps a few scars.

Much of Blue Sector's popularity stems from Treasure Ship Row, a large, open-air marketplace stretching for several miles. Treasure Ship Row is one part bazaar, one part black market, and one part legitimate business. It is said that if a good or service cannot be had in The Row, it doesn't exist. The market is packed day and night with throngs of sentients shopping, gawking, partying, and haggling for everything from counterfeit Coruscant timepieces to illegal, military-grade starship components.

IXXIS AND SU'S FLOATING GAME

Treasure Ship Row may be known for its games of chance, but one game stands above the rest. Brali Ixxis and Prahman Su, two of the smoothest and most disreputable scoundrels in the Sector, run a semi-regular sabacc game whenever they both find themselves in Coronet City. A female Chandra-Fan and a dapper Corellian human may seem like an odd pairing, but the two have been friends (and rivals) since a mutually botched clotheslegging stint off the Cron Drift. The game generally floats from location to location over the course of a week, and is by invitation only. Despite (or possibly because of) this, it proves a draw for up-and-coming gamblers and experienced card sharks alike. The only requirement is an invite by Ixxis or Su, and the only people they invite are those who've been in trouble with the law. In addition, anyone who doesn't bring five thousand credits as an initial stake gets beaten, robbed, and tossed in the gutter.

The raucous atmosphere is shot through with music, laughter, shouting, and the smell of exotic foods and unwashed humanity; it's sometimes punctuated with the shriek of a blaster or the uncouth chatter of an automatic slugthrower. The streets are lit by a combination of garish holographic signs, strings of multi-colored lights, softly glowing lamps, the headlights of vehicles, and even bonfires. In addition to the numerous stalls, shops, and wholesalers, The Row is also home to countless restaurants and food stalls, popular cantinas, and music venues that cater to almost every taste.

Along with its various attractions and the constant pulse of Treasure Ship Row, Blue Sector is also the location of a huge and legendary scrapyard known as "The Pit." Officially named the Coronet City Waste Disposal Center, The Pit is an ancient landfill centered in a massive crater caused by a meteor strike sometime in Corellia's pre-history. In use since Coronet's founding, it is a treasure trove for mechanics, hot-rodders, scavengers, archaeologists, anthropologists, and other scientific explorers. The many strata of garbage, industrial waste, scrap, and starship hulls tell the story of Corellia's history as succinctly as any history book, and the crater is constantly home to at least one archaeological dig.

There are also residents of the Pit, a collection of desperately poor, disenfranchised people who fell through the cracks of society and ended up in one of the dangerous shanty towns littering the landfill. They make their living (if it can be called that) digging through the trash for items of value that can be sold or recycled, typically for only a handful of credits. Territorial and suspicious, these "scrappers" jealously guard their claim of junk, and visitors to The Pit are given constant warnings to avoid them at all costs.

CORONA HOUSE

Built thousands of years ago, the ancient Corona House is the historical residence of the chief executive of Corellia (currently Diktat Daclif Gallamby). It is a sprawling, majestic four-storey mansion, built on a two-hundred acre plot in the center of the city. Within its walls are numerous bedchambers, parlors, kitchens, sitting rooms, and even two grand ballrooms used to host state events or diplomatic galas. Rebuilt, remodeled, and upgraded countless times over the centuries, precious little of the original structure remains.

While it maintains its antique character, Corona House is completely modern within, and contains state-of-the-art communications and security. The majority of the lands were long ago turned into a public park called Corona House Gardens, which is a popular spot for weddings and other formal events.

SELONIA TOWN

Deep beneath Coronet's subway and sewer systems lay the labyrinthine Selonian Tunnels. A vast metropolis in its own right, it is here that the majority of Selonians who live and work on Corellia make their homes. Often referred to as "Down Town" by the more droll residents of Coronet, Selonia Town was built over the course of many centuries by Selonian immigrants who traveled to Corellia for work in the Corellian Engineering shipyards. Covering an area hundreds of square kilometers across, this complex of tunnels and vast terraced caverns is home to hundreds of thousands of Selonians, Drall, and assorted other sentients who prefer a cooler, less exposed subterranean life to that of the crush and whirl of crowded Coronet.

Generally considered to be simply one more suburb of Coronet City, Selonia Town is connected as intimately with Coronet City as if it were on the surface. The majority of the Selonia Town's municipal infrastructure, its power supply, water, maintenance, police and security, and waste disposal are provided by Coronet City and are paid for by a number of taxes and fees. In addition, the tunnel complex is fully connected to Coronet's subway system, maglev lines, and the communication and HoloNet grid.

CEC HEADQUARTERS

The corporate headquarters of the Corellian Engineering Corporation largely exists in Coronet City for show. Most of the megacorporation's real work takes place in the Orbital Industrial Zone. However, the CEC still makes a point of maintaining a grand and sprawling campus overlooking the beach. The campus consists of several dozen administrative buildings and offices, most of which are off-limits to non-employees. However, the CEC does run PR tours through the campus, and tourists may visit the Corellian Museum of Space Exploration.

CORELLIAN MUSEUM OF SPACE EXPLORATION

Located within the state-of-the-art headquarters of the Corellian Engineering Corporation, the Corellian Museum of Space Exploration tells the rich history of Corellian spacefaring. It houses a number of interactive educational exhibits that trace Corellia's space programs from the first infant steps through the invention of the hyperspace cannon to the perfection of the hyperdrive and beyond.

It also houses a planetarium, a theater and auditorium that hosts lectures and films, a huge hangar complex containing lovingly preserved examples of important starships and pieces of technology from Corellia's long history, a hall of fame of important and influential spacefarers, and, of course, a highly detailed history of the Corellian Engineering Corporation. Behind the public exhibits, the museum also maintains workshops, restoration areas, and private drydocks for the restoration of ships and artifacts that are open to the public for tours.

THE ORBITAL INDUSTRIAL ZONE

Centuries ago, to avoid an impending ecological disaster, Corellia's government moved both its medium and heavy industry sectors into the planet's orbit. Spread across half of Corellia's orbit like a huge metal net, the factories, foundries, refineries, and shipyards can be seen from the planet's surface, and are connected to one another by flexible gantries tens or hundreds of kilometers long. Awash with light and thronged with ships and transports of every class and description, the Orbital Zone rivals Kuat's mighty industrial ring for activity and sheer economic output.

The Industrial Zone is home to Corellian Engineering's shipyards, and is the birthplace of some of the most famous and long-lasting ships in galactic history. The headquarters of Corellia's storied and fiercely independent navy is also located here, along with their academy, and their ships and starfighters running patrols and escorting valuable ships through the often rough-and-tumble system are a common sight. The entirety of the Industrial Zone is overseen by the Corellian Port Authority, which also operates the Port of Corellia, through which all goods are required to both enter and leave the planet. Port Authority revenue cutters and customs ships constantly prowl the spacelanes around Corellia, stopping and searching incoming and outgoing ships for contraband.

While primarily given over to industrial activity, there are a few space stations and smaller, privately owned ports that cater to the needs of seafarers and laborers. All the typical charms of port can be found in the Industrial Zone, from drinking and gambling to escorts, prize-fighting, rancor baiting, and other, less savory activities. There are a few residential stations, some of which are quite luxurious and cater to visiting executives and military officers, but the majority of the workforce lives on Corellia's surface and commutes to their jobs by shuttle or personal transatmospheric craft.

KOR VELLA

Located high atop the sheer Kor Vella mesa, the city of Kor Vella is one of Corellia's more popular vacation spots. The mesa itself is a tall, imposing, flat-topped rock thrust up from the Vella plains. Over a kilometer high with sheer walls, the windswept mesa has attracted adventurers for millennia.

Long ago, before the Corellians left the bosom of their planet and while their culture was still in its infancy, brave souls came from all across the planet to scale the mesa's walls and hunt the numerous dangerous animals which made their homes there. Eventually, a small religious community drawn by the solitude and harsh conditions established a settlement atop the mesa, sealing themselves off from what they considered the decadent Corellian culture and dedicating themselves to fasting, study, and introspection. With the development of the starship industry, Corellia's natural resources were stretched to their limit. Important ores were discovered in the mesa, and almost overnight it went from a sleepy, austere religious settlement to a raucous boomtown flush with money, violence, and vice.

Over the following centuries, Kor Vella evolved into a highly respected commercial hub as more and more Corellians flocked there to take advantage of the growing economy. Today, it attracts both investors and tourists; its laws and economy are friendly to business and the dramatic vistas and challenging sport of both climbing and hunting still prove a huge draw. Although

LOCAL FARE

Hidden within the winding streets of Kor Vella's Cliffside neighborhood lies a small café that serves the best food and provides the juiciest rumors in town. The Draknul Café is the site of many clandestine meetings between notable dignitaries. People travel light years just for a small taste of the delicacies offered, but the owner and head chef, Fianna, has strict control of the guest list. She caters only to sentients she deems interesting enough to spend time in her establishment. Although she is not easy to reach, and getting her to speak to a patron is difficult, the effort is most definitely worthwhile. Fianna has many secrets to share...for a price. She can provide travelers information on almost any person, happening, or place in the Corellian system.

it is smaller than Coronet, Kor Vella still holds a fair amount of sway in the planetary economy and government. While it lacks the soaring skyscrapers of its larger neighbor, it retains much of its historic charm, and is still a vibrant and diverse metropolis with much promise and potential to an enterprising individual.

TYRENA

The city of Tyrena is a large, bustling metropolis that straddles the Auric River on Corellia's southern continent. Initially two separate cities, Ty and Rennah, Tyrena grew into one large city over the centuries since its founding. Neither as large nor as influential as the capital city of Coronet, Tyrena is nevertheless a bustling commercial city and one of the most important trade hubs on the planet, thanks to its proximity to Coronet and its location on the broad, lazy Auric.

Where Coronet is the seat of corporate and commercial power on Corellia, Tyrena is Corellia's center of culture and tourism. A beautiful, well laid out city of nearly a million souls, Tyrena is home to some of the most luxurious hotels and resorts in the Sector. Beautiful parks and plazas break up the orderly grid of streets, and graceful, high-arching bridges cross the Auric, connecting the cities and giving the region a slightly fantastic and otherworldly feel. Corellia's most prestigious music conservatory is headquartered in Tyrena, as is the Tyrena School of Art, which has produced some of the galaxy's most accomplished and well-loved artists. The city's glamorous theater district, a monument to the performing arts, comprises some of the finest theaters and opera houses in the Core, and is home to both the Tyrena Dance Company and the Corellian Symphony Orchestra. Corellia's most popular tour companies and outfitters are headquartered here as well, offering expeditions to Agrilat, the Gold Beaches, Kor Vella, and countless other outdoor adventures, such as large game hunting, mountaineering, and high altitude grav-jumping.

Not all is sweetness and light however; like any city, Tyrena has its rough neighborhoods. The roughest of all is a district simply known as North-East, a ragged scar of vice, crime, urban decay, disinvestment, and squalor that gives Coronet's Blue Sector a run for its credits. In the North-East, everything has its price, including life. Crime is rampant, streets are openly patrolled by enforcers employed by gangs and crime syndicates, and all manner of legal and illegal goods and services can be had for the asking. Middle- and upper-class residents sometimes wander into North-East attracted by the cheap goods and the thrill of danger. Many establishments catering to the needs of these "poverty tourists" have popped up over the years, and the sight of a well-heeled socialite rubbing elbows with purse snatchers, pimps, and scoundrels in a seedy cantina hardly elicits a comment.

CONTRACT NEGOTIATIONS

Over the past few months, a number of high-ranking technicians, engineers, and naval architects employed by the Corellian Engineering Corporation have gone missing in North-East. As if that weren't bad enough, confidential corporate data such as ship blueprints, inter-corporate memos, lists of secret projects, and other sensitive material has gone missing or turned up on Corellia's black market. CorSec isn't quite sure what the situation is, but industrial espionage seems to be the current consensus. Headhunters from Kuat Drive Yards, aggressive recruiters given wide-ranging powers and nearly bottomless expense accounts by KDY to attract new employees, are rumored to be operating in Tyrena, possibly in some of the safer cantinas and tapcafes in the North-East where CEC employees are known to congregate.

AGRILAT

Located in the cooler regions of Corellia's northern continent, the Agrilat Region, also known as the Crystal Swamps, is one of Corellia's most stunning natural wonders. Covering an area of nearly 10,000 square kilometers, the Agrilat region is nestled between the northern sea and Orik's Spine, a long chain of saw-toothed mountains that split the continent in two. The area is largely composed of coastal marshes fed by both streams that flow down from Orik's Spine and the rise and fall of the northern sea. There are vast, muddy bayous home to large predatory creatures, dotted here and there with semi-solid islands and broad marshy plains covered in swamp grasses and stunted trees.

The region's defining feature is the strange native plant life that gives it its nickname. Most

of the plants, trees, and grasses in the Agrilat Region are a mix of organic matter and dense, super-hard silica that give them a crystalline appearance. Hundreds of crystal plant species grow here: deadly, meter-high razor grass that can slice an incautious explorer to bloody ribbons; gently glowing, light-absorbing singing ferns; and lovely dewdrop trees, which bear delicious fruit that look for all the world like fist-sized rubies and emeralds. It is a dangerous and lovely place overall. Thanks to its natural beauty and unique ecosphere, the entire region has been declared a protected nature preserve by the Diktat, and access to the Crystal Swamps is strictly controlled.

However, the average Corellian has never met a law he wouldn't bend for the sake of fun, and the laws governing the Crystal Swamps are no exception. Hidden here and there throughout the region are a number of crude race tracks built by swoop racers who come from all across the planet to test their skills and their machines against one another for money, for glory, and for simple thrill. Highly illegal and potentially deadly, the clandestine swoop racing circuits of the Crystal Swamps push every button in a red-blooded Corellian. Speed, daring, drama, the ebb and flow of luck, and the constant danger of either death or incarceration charge the atmosphere of each race and create a heady mixture irresistible to even the most staid Corellian. Big money and even bigger risks can be found in illegal swoop racing; winners go home with prestige, credits, and often their opponents' swoops, while losers are lucky to exit the swamps with their lives.

The most famous (or infamous, depending on one's outlook) of these underground racing circuits is simply known as the Agrilat Swamp Circuit. With names like Kribben's Folly, the Oblivyn Gate, and the Sulphur Archway, the different legs of the circuit have been the siren song to Corellian daredevils for ages, and proof of the track's difficulty can be seen in deeply scored canyon walls, sun-bleached wreckage, and small placards commemorating the loss of friends and loved ones.

THE GOLD BEACHES

Widely considered to be one of the greatest natural wonders of the Core Worlds, Corellia's breathtaking Gold Beaches are the Corellian Sector's most popular tourist attraction. Stretching hundreds of kilometers along the western coastline of Corellia's southern continent, the Gold Beaches are a chain of unique sandy beaches separated from one another by bays and rocky outcroppings. Some of the beaches are pristine and untouched, hard to reach and used only by hard core wave riders, swimmers, and oarsmen; others are heavily developed resort towns with countless hotels, cabins, beach houses, and attractions offering fun and relaxation for all species and ages. Despite their differences in development, tidal strength, and local climate, the entire region shares one feature in common: the stunning, shimmering, gold-colored sand that gives the region its name.

A combination of fossilized algae, the metallic shells of sea creatures and microscopic organisms, and concentrated silica from the broad coral reefs just offshore, the sand of the Gold Beaches has a soft, powder-like consistency and glitters in Corell's light like solid gold. The more southerly beaches have a purer color and texture. These are called the "24-karat" beaches, and are the most popular tourist destinations, featured heavily in advertising. The more northerly beaches lie close to the equator, and are known as the Black Gold beaches, as their glittering sands are mixed with a large amount of ancient, shining, black volcanic silica. These beaches are usually either quiet, undeveloped areas or are home to incredibly expensive and exclusive full-service resorts catering to the wealthy and powerful.

OTHER GEOGRAPHIC REGIONS

This is a brief overview of some of the other geographic regions found on Corellia.

The High Deserts: Corellia's high desert regions exist in the mountain-locked regions of two of the planet's larger continents. These deserts tend to be cool, dry, and rocky, and have few permanent inhabitants. This does make them appealing to minor criminal operations who wish to avoid notice. These settlements tend to be small collections of prefab buildings with several vaporators for water.

Lowland Forests: A large portion of Corellia's surface is covered in temperate forests, interspaced with grassland meadows. Small farming communities dot the countryside, tiny hamlets with a few general stores, meeting halls, cantinas, and a cluster of outlying farms. Many of these communities can be found near the numerous small lakes scattered throughout the forest regions.

Plains: Around the base of the mountain ranges, the land tends to flatten into great plains and grasslands. Many of these are unspoiled wilderness territory, but some of Corellia's great ranches also occupy these regions. Nerf barons like Torak McCallok and "Baron" Mastakatorus Darriovof III make a handsome profit selling meat throughout the system.

CREATURES AND CHALLENGES

Like its native peoples, the native flora and fauna that grace the surface of Corellia are equal parts charming, deadly, and mad. Below is a selection of creatures commonly found in the wilder parts of the planet.

SAND PANTHER (RIVAL)

Sand panthers are large, solitary, feline predators who inhabit the high desert regions of Corellia. They are long and lithe, with muscular forms covered in short, tawny fur. Their claws secrete a soporific venom that weakens their prey, and they are said to be the quietest animal predator in the galaxy. While they enjoy a protected status as a rare species, there is a brisk underground trade in sand panther hides and venom. Poachers and smugglers involved in the sand panther trade are typically ruthless, amoral, and very dangerous individuals who do not hesitate to kill when cornered or captured in the act.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	4	1	2	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	10	1 | 0

Skills: Brawl 2, Coordination 2, Perception 3, Stealth 3, Survival 2.
Talents: Lethal Blows 2 (add +20 to any Critical Injury rolls inflicted on opponents).
Abilities: Venomous (anyone who suffers damage from the Sand Panther must immediately make an **Average (◆ ◆) Resilience check**, suffering 5 strain if he fails. Any ⚙ generated on the Resilience check adds ■ to all of the target's actions for a number of rounds equal to the ⚙ generated. Finally, the Game Master can spend ▽ to make the target test against the venom during the next round as the venom continues to affect him.), Keen Senses (thanks to their finely honed senses of sight and hearing, sand panthers gain □ to all Perception checks), Silent Hunter (opponents suffer ■ ■ on any Perception or Vigilance checks made to detect a sand panther while it is hunting).
Equipment: Teeth and claws (Brawl; Damage 5; Critical 3; Range [Engaged], Pierce 2).

CARRION SPAT (RIVAL)

Strangely proportioned, gangly, and incredibly ugly, carrion spats are often said to be the most unlikely creature in the galaxy. They seem to be an evolutionary dead-end; they are primitive, flightless birds with reptilian features, a sharp black beak, beady eyes, and long, powerful legs that can kick holes in a ferrocrete wall. They are spiteful, cross-grained, and aggressive beasts that are hard to tame and dangerous to work with, even after they've been domesticated. As their name suggests, carrion spats feed on dead and decayed animals, which makes them unpleasant to be around due to the lingering stench of death that surrounds them. However, this diet makes them nearly immune to poisons and toxins, and some have even been reported to eat hazardous chemicals and industrial waste with no negative effects.

Despite these shortcomings, they enjoy a fair amount of popularity as riding animals thanks to their size and endurance. Once tamed and used to both saddle and rider, carrion spats make excellent mounts, especially in rough or mountainous country where their innate sense of balance and wide-splayed feet allow them to move through broken terrain with ease. Eventually, after long periods of work with a rider, a carrion spat becomes bonded; after that, it will protect its rider at all costs, even to its death. In combat, unless otherwise directed, these creatures charge headlong into their enemies at incredible speeds, lashing out with their deadly feet and snapping at anything within range of their beaks. Once engaged, they are hard to extract, and if they can't be brought under control, they will fight until exhausted or killed.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	8	0 | 0

Skills: Brawl 3, Coordination 2, Resilience 3, Survival 2, Vigilance 2.
Talents: None.
Abilities: Sure-Footed (carrion spats suffer no penalties when moving through difficult terrain), Lightning Charge (Once per encounter, a carrion spat can use its free maneuver to move from medium range to engaged to attack a target. Along with allowing the spat to close quickly with its prey, a charge also adds 2 damage to the attack).
Equipment: Beak (Brawl; Damage 4; Critical 4; Range [Engaged]; Sunder, Vicious 1), powerful legs (Brawl; Damage 7; Critical 4; Range [Engaged]).

MURRA (RIVAL)

Murra are tall, mammalian herbivores native to the flat grasslands of Corellia's northern continent. Slow-witted and incredibly strong, murra are raised by ranchers for their meat, for their thick hides, and as beasts of burden. A murra has four large, curved tusks growing from its lower jaw, and two long horns that sweep backwards from the crown of its blunt head. The murra's hide is thick yet supple, and covered with a dense mat of stout, coarse hairs like the bristles of a scrubbing brush. Despite their fearsome looks, murra are quite docile and biddable. They have a slow, plodding gait that they can maintain over many, many kilometers of rough terrain, and can haul or pull loads well out of scale with their stature. Though not aggressive, murra can spook easily, and if startled will kick or lash out with their horns. Entire herds of murra, often frightened by loud noises or storms, have been known to stampede en masse, causing incredible amounts of damage as they go.



Skills (Group Only): Athletics, Brawl, Resilience.
Talents: None.
Abilities: Hardy (murra add ■ to all Resilience checks), Strong as a Murra (murra have an encumbrance threshold of 25, and the difficulty of all Athletics checks made to lift excessive encumbrance is reduced by one).
Equipment: Horns and hooves (Brawl; Damage 8; Critical 5; Range [Engaged]; Knockdown, Pierce 3).

SPUKAMI (RIVAL)

Spukami are domesticated felines native to Corellia, sometimes referred to as "house cats." Large and seemingly intelligent, spukami have long, silky, blue-black fur with white or yellow highlights, piercing gold eyes, and long retractable claws on their front paws. The size of an average human toddler, these cats are wildly popular as pets on Corellia. However, thanks to their haughty nature, stubbornness, short attention spans, destructive tendencies, and general lack of affection, they make indifferent pets. Many spukami owners jokingly state that they themselves are the pets, good only to serve the needs of their magisterial and mercurial cats. Spukami are also incredibly territorial, and savagely attack any other members of their species that enter into their territory. Even during their mating season, they can barely tolerate one another, leading Corellians to wonder how the spukami species manages to survive at all.



Skills: Brawl 1, Coordination 2, Perception 2, Stealth 3.
Talents: Jump Up (may stand from prone as an incidental).
Abilities: Territorial (spukami are incredibly territorial, and gain ■ to all Brawl checks made when attacking any intruders into what they consider their territory), Leap (spukami add ■ ■ to all Athletics checks made to perform vertical or horizontal jumps). Silhouette 0.
Equipment: Teeth and claws (Brawl; Damage 1; Critical 6; Range [Engaged]).

WRIX (NEMESIS)

Wrix are huge, savage creatures with thick hides and long, sharp tusks. Incredibly powerful and savage, they seem to subsist solely on raw meat and rage, and are one of the few extant animal species in the galaxy that kill for sport. The average wrix stands around 1.5 meters high. They have huge, brutish, ugly heads with short snouts, red eyes, porcine ears, and broad mouths filled with long, tearing teeth. Their hairless skin is usually mottled brown, tan, and green (though black and even gold-colored individuals are not uncommon) and appears stretched to near bursting over their powerful muscles. Corellian biologists are unsure from whence the wrix originates. They seem to have no natural ecological niche on Corellia, nor is there anything like them found in the planet's fossil record. Some believe they are genetically engineered solely as competitor animals for underground fighting rings. Whatever the case, the population of wrix has steadily grown over the past few decades, causing much alarm in Corellia's farming and ecological research communities.



Skills: Brawl 3, Perception 2, Resilience 2, Survival 2, Vigilance 3.
Talents: Adversary 1 (upgrade the difficulty of any combat check targeting this character once).
Abilities: Terrifying Howl (anyone hearing the howl of a wrix must make a **Hard (◆ ◆ ◆) Discipline check** or become disoriented for one round plus one additional round for every ⚙ generated. The Game Master may spend any ▽ generated to stagger the target for one round), Sure-Footed (wrix suffer no penalties when moving through difficult terrain).
Equipment: Teeth and claws (Brawl; Damage 10; Critical 4; Range [Engaged]; Vicious 2, Sunder).

CORSEC OFFICER (MINION)

CorSec Officers are the rank and file members of the Corellian Security Force, and make up the bulk of its membership. These are the hard-working men and women tasked with keeping the peace among their fractious, headstrong fellow Corellians (a generally thankless task). They spend their days walking beats in neighborhoods, patrolling and monitoring traffic on the ground and in the air, writing tickets, performing community outreach, arresting scofflaws, and performing the kind of general policing and peacekeeping jobs that police forces throughout the galaxy have performed for millennia.



Skills (Group Only): Athletics, Brawl, Coercion, Melee, Perception, Ranged (Light), Streetwise.

Talents: None.
Abilities: None.
Equipment: CDEF Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Inferior, Stun Setting), truncheon (Melee; Damage 4; Critical 5; Range [Engaged]; Disorient 2), CorSec Mk. IV armored vest (soak +2), comlink, binders, badge.

CORSEC INVESTIGATOR (RIVAL)

Better trained and better paid than the average officer, CorSec Investigators are responsible for investigating major crimes and dealing with open cases within the different CorSec precincts. Investigators work in pairs, and their work involves tracking down leads, interrogating suspects, analyzing clues, doing research, and filling out reams and reams of paperwork. During the course of their work, they often develop wide networks of criminal, law enforcement, civilian, and military contacts.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	3	2	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	12	0 | 0

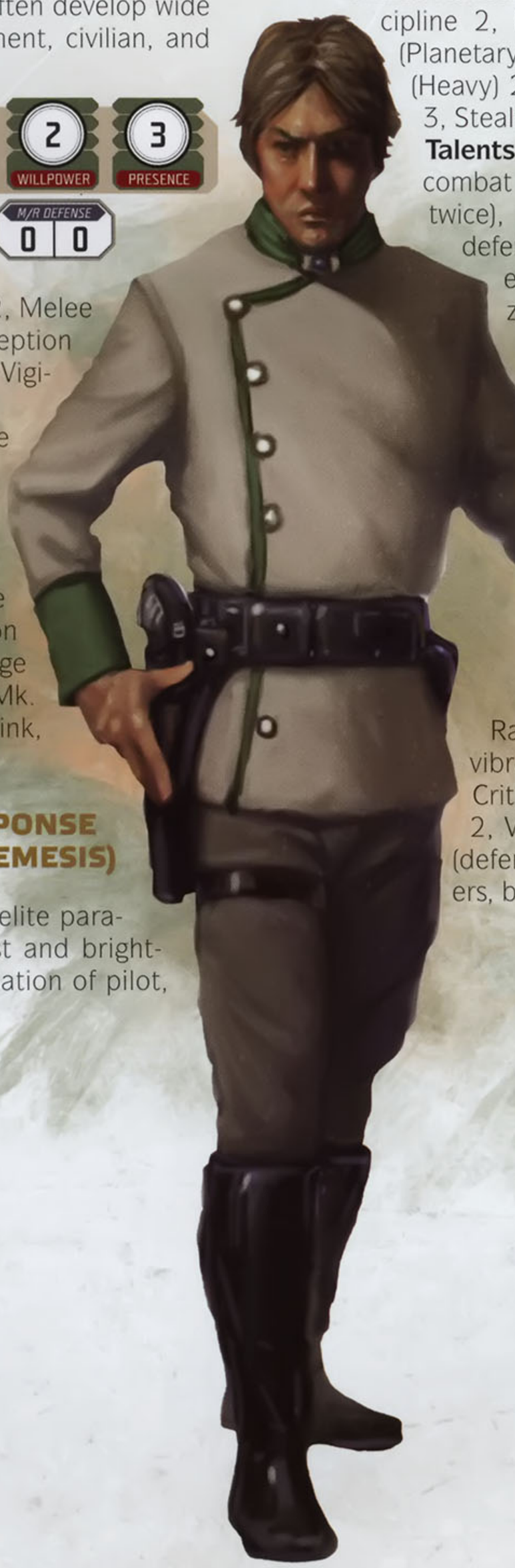
Skills: Charm 2, Coercion 3, Cool 2, Melee 2, Knowledge (Underworld) 3, Perception 3, Ranged (Light) 2, Streetwise 3, Vigilance 2.
Talents: Adversary 1 (upgrade the difficulty of any combat check targeting this character once).
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun Setting), truncheon (Melee; Damage 4; Critical 5; Range [Engaged]; Disorient 2), CorSec Mk. IV armored vest (Soak +2), comlink, datapad, badge.

CORSEC TACTICAL RESPONSE TEAM MEMBER (NEMESIS)

The Tactical Response Team is an elite paramilitary unit formed from the best and brightest members of CorSec. A combination of pilot, commando, and investigator, TRT members are trained in both police and military tactics. They carry out the most dangerous missions undertaken by CorSec, such as infiltrating crime syndicates or hunting the pirates that haunt the Corellian System's far-flung asteroid fields. Unlike the majority of CorSec, TRT members operate throughout the entire system, working closely with military and police forces from the rest of the Five Brothers as well as those aboard Centerpoint Station.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	4	3	3	3	2

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
5	15	15	1 | 1



Skills: Athletics 3, Coercion 3, Cool 3, Discipline 2, Melee 2, Perception 3, Pilot (Planetary) 2, Pilot (Space) 2, Ranged (Heavy) 2, Ranged (Light) 2, Streetwise 3, Stealth 2, Vigilance 4.
Talents: Adversary 2 (upgrade any combat checks targeting this character twice), Defensive Driving 1 (increase defense of any vehicles or ships driven by this character once in all zones), Natural Pilot (once per session may reroll one Piloting (Space) or Gunnery check).
Abilities: None.
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun Setting), blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun Setting), vibroknife (Melee; Damage +1; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), reinforced flight suit (defense 1, soak +1), comlink, binders, badge.

DRALL



Astronavigation Data: Corellian System, Corellian Sector, Core Region

Orbital Metrics: 392 days per year/21 standard hours per day

Government: Confederation of Clans

Population: 8 million (96% Drall, 3% Human, 1% other)

Languages: Drallish, Basic

Terrain: Hills, meadows, forests, rivers, inland seas

Major Cities: Mastigophorous

Areas of Interest: Boiling Sea, The Luminous Gardens, Drall Caverns, Mecca

Major Exports: Jewelry, medical products, foodstuffs

Major Imports: Textiles, ores, tourism

Trade Routes: Corellian Trade Spine, Corellian Run

Special Conditions: Gravity lighter than normal, atmosphere provides little protection from UV and other types of radiation from Corell. Due to the way light filters through Drall's atmosphere, everything on the planet seems to be in sharper focus, with higher contrast and more brilliant colors. Visitors to Drall gain ■ to any sight based Perception checks when outside of a domed city, but suffer □ on Brawn or Agility-based checks due to the heat and sun encountered if they spend long periods of time outside.

Background: The second of the five inhabitable planets that orbit Corell, Drall is a pleasant, temperate, largely peaceful world home to the learned Drall people. Slightly larger than its sister world Corellia, Drall's surface is composed of huge, continent-sized landmasses punctuated by large lakes and small, brackish inland seas of surprising depth.

The topography of the planet consists mostly of rolling ranges of low hills covered in dense forests or lush grasslands. While the planet has no true oceans, its lakes and inland seas are connected by a vast and complex network of navigable rivers fed from countless springs and streams that provide more than enough water to both nurture the native flora and fauna and provide transportation for sentients.

Drall tends to be a warm planet, even warmer than Corellia (though Corellia is closer to their shared star) due to Drall's unique atmospheric composition. An even larger problem than the heat, for the Drall, is the sunlight, focused by the atmosphere to be very intense. In the past, most Drall constructed their homes in dens just below ground. Though this tradition continues, modern Drall cities have domes over them to protect from excess light.

CONTINUOUS HISTORY

One of Drall's claims to fame is that the species has no need for the discipline of archeology, because their species has no era of prehistory. Basically, if something happened to the Drall, there was a Drall who wrote about it, recorded it, and preserved information about it for future generations.

Though this is obviously an exaggeration (the Drall have no insights into the Corellian system's strange formation, for example), the Drall do have almost 35,000 years of continuous recorded history stored in their copious archives. These records, however, do focus almost exclusively on Drall and its peoples. This makes them almost entirely useless for anyone who wanted to know what *else* was going on in the galaxy during this time.

FOCUSED BY INTELLECT

Drall is a world that deserves far more fame than it possesses. Fated to walk in Corellia's shadow, Drall is nonetheless a crucial planet in the Corellian Sector, due to the intellects of its natives.

DRALL'S HISTORY

Despite its people's thorough scholarship and obsessive record keeping, the true origins of Drall are lost to antiquity. Like its planetary siblings, galactic scholars believe that sometime in the galaxy's pre-history, Drall was relocated to Corell's orbit by some unknown force. Drall's strangely regular orbit and the fact that it's one of five life-bearing worlds in the system seem to support this theory. Like its brother worlds, Drall was left to develop on its own once settled in Corell's orbit; over time, the Drall people evolved sentience and began forming their complex society. While currently idyllic and peace-loving, Drall's long history is as fraught with conflict and violence as any other.

Some 30,000 years ago, Drall (along with the rest of the Corellian system) was swept into the fold of the rapidly expanding Infinite Empire. By this point in their development, the Drall were already a relatively advanced people making their first infant steps from the bosom of their underground warrens into the vast galaxy. When the cruel Rakata descended on the introspective and peaceable Drall, they found a intelligent, hard-working population with a large scientific and technological understanding. Immediately, the Drall were put to work in the factories and laboratories of the Rakata, designing and building countless Imperial war machines alongside dozens of other technically inclined species from across the Rakata's galactic holdings.

When the Infinite Empire finally began to crack and was consumed from within by slave revolts and savage civil war, the Drall rose up and threw off the shackles of their oppressors in a short, bloody insurrection that eliminated every Rakata on the planet. With the Rakata gone and the Empire extinct, the Drall turned inward once again to study the Drallish condition and the mysteries of the galaxy.

Over the following millennia, Drall suffered the kinds of small- and large-scale calamities to be expected on a planet. There were shattering groundquakes, volcanic eruptions, plagues, and famines. Different societies of Drall rose and fell, controlling different parts of the planet and holding sway over their brethren. There were enlightenments and purges, schisms and factional conflicts among scholars, and the usual number of prophets and charlatans. It was also during this age that the first off-world explorers and traders came to Drall. They came up the Corellian Trade Spine in droves, bringing exotic goods from countless worlds and trading for native Drallish finished goods. As the off-worlders came, the Drall built their first domed cities. They designed these sprawling metropolises under photo-sensitive transparisteel to keep off-worlders comfortable and protect the light-sensitive Drall from Corell's piercing glare.

More than its natural resources and finished goods, what drew off-world visitors was the beauty of the world itself. Visitors came from the Corellian system and beyond to take in the dramatic vistas of Drall's gentle, rolling hill country. They came to bathe in the waters of its many lakes and marvel at the Boiling Sea. Resorts and spas sprung up along the lake and seashores, bringing with them the attendant businesses tailored to serve the needs of vacationing aliens. In addition, a strong and vibrant culinary culture developed, combining traditional Drallish cooking techniques and native dishes with those of other worlds, and Drallish restaurants and cuisine quickly gained a very favorable reputation throughout the Core.

This was a peaceful, prosperous time for Drall, with the constant ebb and flow of tourists and the influx of wealth allowing the Drall more time to study and to develop their society. The only blemish on this otherwise pristine era was an ill-advised alliance with Selonia and Corellia during a failed conquest of Talus and Tralus nearly 500 years ago. Since then, the Drall have largely given up war, choosing instead to focus their energies on self-improvement and scholarship.

Today, Drall is still a popular tourist destination, if perhaps a bit old-fashioned. While for centuries it was lauded as the Core's premier vacation spot, with the opening of more hyperspace routes and the colonization and development of the Outer Rim, Drall's popularity began to wane. Facing stiff competition from newly discovered worlds, many of the planet's resorts closed and faded from memory.

Those that remain, while still elegant and capable of providing excellent service on a par with that found on Corellia or Coruscant, are considered a bit down-at-heel by the more fashionable citizens of the Core. Drallish resorts possess a mildly shabby, lived-in genteelness that some clients find incredibly charming and others find hopelessly outré. Despite this, Drall remains a popular vacation spot among a certain section of Core Worlders who prefer its comfortable, slow-paced atmosphere over the frenetic and more modern resorts of the Core.

PEOPLE AND CULTURE

As is evidenced by the planet's name, the Drall represent the vast majority of sentients on Drall as well as

define its dominant culture. It was the Drall who made the sprawling tunnel complexes beneath the planet's surface and raised its glittering domed cities. The slow pace and hospitable atmosphere of its cities, and the world's reputation as a beacon of scholarship and a popular tourist destination, reflect the most deep-seated character traits of the diminutive Drall.

Drallish culture is centered around the clan, powerful matrilineal family groups ruled by an elder female called a Duchess. Clans tend to be hidebound, strictly hierarchical, and decidedly top-down, with rulings passing directly from the Duchess' mouth to her clanmates' ears with an expectation of immediate action. On the whole, the Drall are peaceful and bookish, rarely carrying weapons and preferring to talk their way out of trouble rather than fight. They are also inveterate gossipers, and the telling of tales and passing of secrets is akin to a society-wide pastime. This habit of gossip and information hoarding, along with their scholarly traditions, make the Drall very effective information brokers; in fact, many make their livings doing exactly that.

For more information on the Drall, including character creation rules, see page 90 in **Chapter III: Player Options**.

POINTS OF INTEREST

Unlike its bustling neighbor Corellia, Drall is a peaceful and bucolic world, with few cities and even fewer artificially created wonders. This is not to say that Drall lacks for spectacle; far from it. Along with numerous natural wonders, beautiful landscapes, and stunning flora and fauna, Drall also offers visitors a number of luxurious and very respectable vacation resorts as well as some of the finest and most comprehensive libraries in the galaxy. The following are some locations on Drall that visitors might find of particular interest.

MASTIGOPHOROUS

Located on the shores of the Boiling Sea, Mastigophorous is the largest of Drall's domed cities and the political, social, and cultural center of the entire planet. Described by visitors as "the largest small town in the Corellian System," Mastigophorous successfully combines the lively atmosphere and diverse populace of Coronet City or Tyrena with the sense of community and civic engagement of a much smaller, rural town. Protected from Corell's glare by an opalescent transparisteel dome dozens of kilometers across, Mastigophorous is home to tens of thousands of native Drall and an equal number of sentients from nearly every corner of the galaxy.

From the outside, the city appears nothing more than a gigantic silver dome, rising almost 500 meters into the air and stretching over nearly a hundred square kilometers. The engineering required to produce this is astonishing. However, all the dome does is cloak Mastigophorous's true character. The city's streets, boulevards, elevated roadways, walkways, and maglev lines make an intricate lattice of ferrocrete, transparisteel, gratenite, and imported Selonian marble punctuated here and there by broad swaths of well-tended parkland or multi-use public plazas. A dizzying array of architectural styles can be found throughout Mastigophorous, from



the soaring, graceful buildings of the Great Archives to the slab-sided Hall of the Clans to the homes and flat blocks tailored to meet the diverse needs of humans, Devaronians, Quarren, and other sentients. As the planetary capital and the most cosmopolitan of the Drallish cities, Mastigophorous has much to offer a well-heeled individual with an adventurous streak.

THE GREAT ARCHIVES

It is said that the meticulous, knowledge-obsessed Drall have recorded every instant of galactic history since the beginning of time. While obviously hyperbolic, this statement is given at least some countenance by the Great Archives of Mastigophorous. Located not far from the Mastigophorous Academy, the Great Archives are housed in a densely packed cluster of buildings that covers many square city blocks. Rather plain and unassuming, the buildings have a workmanlike character; they have all the charm of Coruscant's faceless administration buildings. The blocky, square-shouldered transparisteel and jetstone towers reach nearly to the top of the dome itself, and the basements and sub-basements descend for hundreds of meters below the surface.

Throughout the Archives' campus are many tree-lined walkways and well-tended parks ideal for study and contemplation. Enclosed catwalks connect the towers together at different floors in a spider's web of plasteel and ferrocrete. The design of the buildings and the placement of the plazas and parks sheltered between them serves to insulate the campus from the noise and bustle of the city at large, and the entire complex is laid out in such a way as to eliminate external distractions.

Within the walls of the Great Archives' many buildings lies an unrivaled treasure of information pertaining to galactic history. Massive, sentient computer mainframes can search through the trillions of housed databanks in a microsecond; whole libraries of bound tomes hold data hard-copied on thin sheets of plasfilm; dimly lit, climate-controlled caverns found deep beneath the surface house fragile, crumbling scrolls of processed plant fibers or cured animal skin. The Archives hold the history of the galaxy and its peoples as far back as the earliest days of the Republic. At least, that's what the Drall claim.

Though the Great Archives contain an incredible amount of information on a dizzying array of topics, the Drallish scholars who collate and study all of this data are mere mortals, and there is much galactic knowledge not contained within their walls and data banks. Along with their own research and collaborations with the Mastigophorous Academy, the scholars who work in the Great Archives often hire freelance researchers, scientists, academics, and explorers to go out into the galaxy and collect for them information they cannot (or dare not) collect for themselves.

HALL OF THE CLANS

Mastigophorous' Hall of the Clans is a combination of government services center, courthouse, and assembly place for the planetary-ruling Council of Clans. Seemingly out of place among the other, more graceful buildings of the city's center, the Hall of the Clans is a squat, slab-sided, flat-roofed stone building two stories high, commanding an entire city block guarded day and night by patrols of tight-lipped Wingriders. It has a rough-hewn, primitive architectural style of sharp angles, exposed structural elements, and deep-set case windows housing ornate multi-colored plasteel panels showing scenes of Drallish history.

From the outside, the massive building seems to be made of raw, unadorned native stone shaped with hand tools. It has one unassuming public entrance used by city inhabitants who come to observe governmental proceedings and have their voices heard by the heads of the great Drallish clans.

While it looks ancient, the Hall of the Clans is actually a replica of a building from Drall's antiquity, a gathering hall for the great Drall clans that existed deep underground in the earliest days of Drall's pre-history. Behind the building's primitive facade is a thoroughly modern administration building containing numerous offices and conference rooms with



complete holonet connectivity, a grand auditorium where the public can attend clan meetings, a handful of tapcafes catering to different species, and a small museum dedicated to the history of Drall's leading clans. An advanced droid-monitored security system keeps a constant watch on the Hall and its inhabitants with a network of audio and video surveillance systems; there are also regular patrols by both droids and Drallish security officers. The Hall is connected to the surrounding government buildings by way of secure tunnels that allow government employees and visiting officials to travel between buildings in safety and comfort.

Designed after an ancient Drallish clan hall, the interior is built primarily for the comfort of the diminutive Drall. Ceilings are uncomfortably low for most other species, and the overall lighting and décor is dim and soothing to the eyes. Many of the meeting rooms are geared more toward visiting alien officials; some even have variable light sources that can be tailored to the specific needs of the inhabitants. While the building does have public access areas, and is usually thronged with visitors, school groups, and petitioners, few members of the public have ever seen the inner workings of the Hall, let alone the tunnels that connect it to its neighbors.

OLD TOWN

Old Town is Mastigophorous' oldest area, and was the heart of the nascent city when its dome was erected many centuries ago. It is home to many of the wealthiest and most influential of the city's citizens, and boasts of a number of fine dining establishments, theaters, museums, and galleries. While it may not be as stylish or trendy as the glittering high streets of Corellia, Old Town possesses a subtle, dignified, old-money charm that strikes many visitors as more refined and urbane than the flashier modern districts of other worlds.

A huge park dominates the center of Old Town, covering many hundreds of square hectares and featuring kilometers of walking paths; ancient, towering groves of native trees; numerous lakes, ponds, and streams; public pavilions and amphitheaters; and both an art museum and a museum dedicated to the history of Drall and the Drallish people.

THE MASTIGOPHOROUS ACADEMY

The premier research and education institution on Drall (if not all of the Corellian sector itself), the Mastigophorous Academy is the living, breathing heart of Drallish scholarship in the system. The Academy's campus rivals that of the Great Archives, in size if not in homogenous architecture. The numerous lecture halls, laboratories, research facilities, gymnasiums, libraries, museums, and dormitories that make up the Academy reflect the styles and sensibilities of numerous species from across the core, giving the campus a pleasing but slightly disorienting character, much like that of Mastigophorous at large.

Distinguished scholars and scientists of every discipline, from philosophy to language arts to hyperspace engineering, come to lecture and study within its hallowed walls. The student body is primarily Drall, but the Academy accepts individuals from any species or planet so long as they can afford the tuition and can endure the rigorous academic standards demanded by the faculty. Many an eminent scientist or engineer can claim the Mastigophorous Academy as his alma mater, and Academy alumni can be found all across the galaxy.

The Academy can be found nestled into the low hills on the outskirts of Mastigophorous's dome, running along the inner wall. The campus covers several dozen square kilometers, and contains a network of old, carved stone lecture halls, modern research laboratories, student facilities, and common areas. Wide boulevards, green spaces, and spacious quads connect the buildings.

EXPEDITIONS TO THE RIM

The Drall nature tends towards the conservative; they rarely go on adventures or travel much beyond their home system. However, the Mastigophorous Academy maintains its status as a premier learning institution by actively collecting knowledge, not simply receiving it. Those with a starship and a taste for adventure can often find lucrative employment running expeditions for the Academy to the Outer Rim.

These expeditions may be anything from zoological studies on distant worlds to exploring long-forgotten ruins left by pre-Republic cultures. The expeditions can sometimes be dangerous. Thus, the Academy prefers those explorers who can take care of themselves, but it pays even better if said individuals also have some scholarly interests and abilities. On occasion, a Drall scholar with a very un-Drallish taste for excitement may even join the expeditions.

THE LUMINOUS GARDENS

Perched in the picturesque hills high above the Boiling Sea, The Luminous Gardens resort is among the premier tourist destinations in the Core. A full-service resort and luxury spa catering to the rich and famous of the galaxy, The Luminous Gardens offers a wide variety of soothing treatments such as massage; hot spring, mineral, and mud baths; wet and dry sauna; and many

types of ancient, traditional, and holistic treatments from across the galaxy designed to relax, restore, and rejuvenate. The finest massage therapists, hospitality professionals, and practitioners of traditional healing arts from dozens of different cultures spend their days tending to the every need and whim of politicians, captains of industry, celebrities, and stylish socialites who travel from across the Core to take the waters and refresh themselves at The Gardens.

Due to its popularity and the nature of its clientele, The Luminous Gardens has gained a reputation as a place where galactic business is done. Treaties between planets are drawn up on shaded verandas in the cool of a Drall evening, as legal workers sip intoxicating Corellian whiskey blends and chilled Josen blue wines. In dense clouds of perfumed steam, business mergers worth hundreds of trillions of credits are hammered out by powerful corporate CEOs wearing nothing but towels.

Along with all of this political maneuvering and corporate dealing, a ceaseless stream of information flows in and out of The Luminous Gardens. The proprietress, a savvy young female Drall named Drusa, collects bits and pieces of information she and her attentive and ever-present staff pick up as they serve. Drusa herself has gained a reputation as a discreet and canny information broker who knows the value of a rumor or a snippet of overheard conversation, and is willing to share her knowledge with others for a price.

THE BOILING SEA

Located southeast of Mastigophorous and nestled in a countryside of rolling hills and grasslands, the Boiling Sea is one of Drall's most famous natural wonders, and is widely considered the catalyst for Drall's long established tourism industry. The Boiling Sea is a long, narrow, brackish body of water that enjoys pleasant, temperate seasons and gentle tides. In the distant past, the natural beauty and rich resources of the region brought the first Drallish settlers to its shores. Then, after the Corellian System threw off the shackles of the Infinite Empire, off-world visitors discovered the sea and its unique ecosystem, and took tales of its wealth and beauty back with them to their home planets. More visitors arrived, causing the native Drall to build resorts, health spas, and other attractions to cater to the needs of their visitors. Now, centuries later, the shores of the Boiling Sea are littered with comfortable, luxurious, and well-respected resorts that run the gamut from simple native cabins with few amenities to all-inclusive spas where an individual can have his every need met.

The sea itself is nearly a thousand kilometers long and four hundred kilometers across at its widest point. Water flows into the Boiling Sea from numerous rivers and streams which constantly refresh and circulate it, and flows out by the simple act of evaporation. Up to three hundred meters deep in some places, the Boiling Sea is home to a wide variety of aquatic creatures, from solitary, slow-moving spikefish and swarms of diaphanous redjellies to the massive, gentle, semi-sentient aquatic mammals known colloquially as Drallish Mermaids. In addition to the native wildlife, the Boiling Sea is also home to a plethora of unique plant life, including the quick-spreading algae from which the sea takes its name.

During the cool, wet seasons of Drall's autumn, winter, and spring, a thick, ropy, jet-black algae known as kettleweed grows to cover large swaths of the Boiling Sea. It clumps together in huge mats that can cover vast areas of sea dozens of kilometers across and are strong enough to support the weight of an average Drall. As the kettleweed grows, it is kept largely in check by a number of creatures who come out of hibernation on the seafloor to feed upon it, growing fat on the highly nutritious algae. It is also often harvested by locals, as it is delicious, nutritious, and easy to cook; dishes featuring kettleweed are considered a delicacy in Drallish cuisine. As the weather grows hot in the summer, Corell's harsh light, unfiltered by Drall's atmosphere, combines with elevated temperatures, causing the sensitive kettleweed to die off en masse and sink to the bottom of the sea. As the huge mats of dead algae rot away, they release gas that bubbles to the surface, causing the waters of the sea to steam and roil. The sea boils for no more than a few weeks at most, and this time is the busiest season for the resorts clustered on the shore, with sentients traveling hundreds or thousands of light years to take in the spectacle of an entire inland sea boiling away.

MECCHA

Meccha is a middle-sized farming town situated a few hundred kilometers from Mastigophorous near the planet's equator. As opposed to a single large dome like most Drallish cities, Meccha is a complex of a dozen small domes containing different commercial, residential, and industrial areas all connected by a series of skywalks, tram lines, and underground tunnels. The city is surrounded by thousands of square kilometers of orchards, fields, ranches, and pasture land and provides much of the raw and processed foods consumed by Drall's inhabitants. Meccha's location in the hot and humid equatorial region was chosen to take advantage of the rich soils and warm climate found there—perfect for large-scale agriculture. While the climate is indeed perfect for growing numerous crops, the thickly furred Drall who work the fields and tend the herds suffer greatly in the heat. To counter the heat and humidity, the inhabitants of the city keep to the cool, climate-controlled domes during the day, while labor droids perform basic functions such as wa-

MECCHA WINGRIDER GARRISON

Situated a few dozen kilometers to the north of Meccha is an artificial plateau hundreds of meters high built for some long-forgotten purpose by the ancient Rakatan occupiers. It is home to a large garrison of Wingriders, the ibbot-mounted courier/peacekeepers who patrol Drall's skies. The plateau is covered in great ibbot aeries, armories, barracks, warehouses, and training facilities to support both the Wingriders and their capricious mounts. Rumors of ancient Rakatan artifacts dug up while building the garrison or during training exercises are a common topic of discussion among those Drall stationed on the plateau. Every Wingrider who serves in the Meccha Wingrider Garrison knows someone who knows someone who found some powerful, ancient piece of tech or some fantastic statue made of solid precious metals, but strangely enough no one ever has first-hand knowledge of such fantastic finds.

tering crops and feeding livestock. Once the sun sets, the farmers, ranchers, and general laborers go to work and toil away in the cool, sweet-smelling night air.

OTHER GEOGRAPHIC REGIONS

This is a brief overview of some of the other geographic regions found on Drall.

The Polar Ice-Swamps: Drall's shrunken polar caps are constantly growing with the brief winter, then melting off during the long summer. Vast ice swamps form around the polar regions from the constant influx of water. These swamps are cool and wet during the summer, and become slushy morasses during the winter. Most Drall avoid them, and some of the swamps are rumored to be infested with dianogas.

Barmooth Groves: These water-tolerant trees tend to grow in huge groves around the edges of Drall's larger seas. Barmooth have vast, cathedral-like root systems that stabilize the tree and allow it to tolerate fresh and salt water. Thus, the groves become twisting mazes of narrow passages sounded by impenetrable clusters of roots and tree trunks. Some of the larger groves stretch for hundreds of kilometers and feature heavily into local folklore and ghost stories.

CREATURES AND CHALLENGES

While Drall is home to a broad selection of creatures, the planet is perhaps best known for its colorful, dramatic, and highly varied avifauna.

FLAME IBBOT (MINION)

One of the more common of the ibbot species, the flame ibbot is a mild-tempered, medium-sized raptor that makes its home on the shores of the Boiling Sea. They stand a little over a meter high and have a wingspan of roughly two and a half meters. Their plumage is primarily copper or brass colored with crimson, orange, and white highlights. Occasionally, a flame ibbot develops primarily iridescent, blue-black plumage with coppery or crimson highlights, and these rare creatures are highly sought as pets. The flame ibbot's diet consists of both small fish and insects native to the Boiling Sea, as well as the kettleweed that grows there. In fact, it is from their habit of eating kettleweed, and not their coloration, that gives the flame ibbot its name. When threatened, flame ibbots spit a powerful jet of caustic bile and steaming hot water that builds up in their stomachs as they digest kettleweed. This viscous liquid causes extreme discomfort, disorientation, and temporary blindness.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	4	1	2	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	4	0 | 1

Skills (group only): Brawl, Perception, Vigilance.
Talents: None.
Abilities: Flyer (ibbots are excellent flyers, see **Star Wars: Edge of the Empire** Core Rulebook page 202), Sight Hunter (ibbots decrease the difficulty of any Perception or Vigilance checks they make by one).
Equipment: Sharp beak and slashing talons (Brawl; Damage 3; Critical 5; Range [Engaged]; Pierce 1), scalding bile (Brawl; Damage 2; Critical 5; Range [Engaged]; Burn 2, Disorient 3, Slow-Firing 1).

GREAT IBBOT (RIVAL)

The largest living species of avifauna on Drall, the great ibbot is a majestic and imposing bird with a high animal intelligence and a fierce demeanor. These gigantic birds stand three to four meters tall on average and have a wingspan of over ten meters. Their plumage is similar to the flame ibbot, primarily copper- or brass-colored with black and brown highlights, with white or cream-colored feathers on their abdomen and the undersides of their wings. Great ibbots have wicked, serrated orange beaks that can slice through nearly any material as if it were rotten cloth, and powerful talons that can tear a gundark limb from limb. They feed primarily on fish and other aquatic lifeforms, and are particular to spikefish, snatching the massive creatures from lakes and seas when they surface for air. Although they prefer fish, wild specimens have a tendency to prey on herd animals (and even domesticated pets, on occasion).

Due to their size and relative intelligence, great ibbots are easily domesticated. They take training quite well and can follow complicated, multi-step instructions. The Wingriders, Drall's state police force cum courier service, are mounted on these great beings and are the most visible keeper of great ibbots. There are also a number of tour companies who offer adventure tours of Drall's countryside mounted on great ibbots, although these are rare due to the danger of mounting untrained individuals on willful, intelligent giant raptors.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	3	1	3	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	25	0 | 0

Skills: Brawl 2, Perception 4, Survival 3, Vigilance 3.
Talents: Adversary 1 (upgrade the difficulty of combat checks targeting this individual once), Crippling Blow (may increase difficulty of combat check by one to inflict a crippling blow, causing the target to suffer one strain whenever it moves for the remainder of the encounter).
Abilities: Silhouette 3, Flyer (ibbots are excellent flyers, see **Star Wars: Edge of the Empire** Core Rulebook page 202), Sight Hunter (ibbots decrease the difficulty of any Perception or Vigilance checks they make by one).
Equipment: Sharp beak and slashing claws (Brawl; Damage 10; Critical 4; Range [Engaged], Pierce 3, Sunder), stoop (Brawl; Damage 12; Critical 3; Range [Engaged]; Concussive 2, Knockdown, Prepare 1, Vicious 2).

WINGRIDER (RIVAL)

The Wingriders of Drall are a quasi-governmental organization made up of daring young Drall who patrol the skies of their verdant world mounted on massive and majestic great ibbots. Chosen from among the most intrepid young Drall in each clan, the Wingriders are invested with wide-ranging powers and are granted jurisdiction over the entire planet by edict of the Confederation of the Clans. As a group, the Wingriders are a combination planetary police force and courier service. Typically deployed in pairs, they are tasked with keeping the peace in the wildlands between Drall's far-flung cities, making constant patrols and ensuring that people and goods can travel safely and securely.

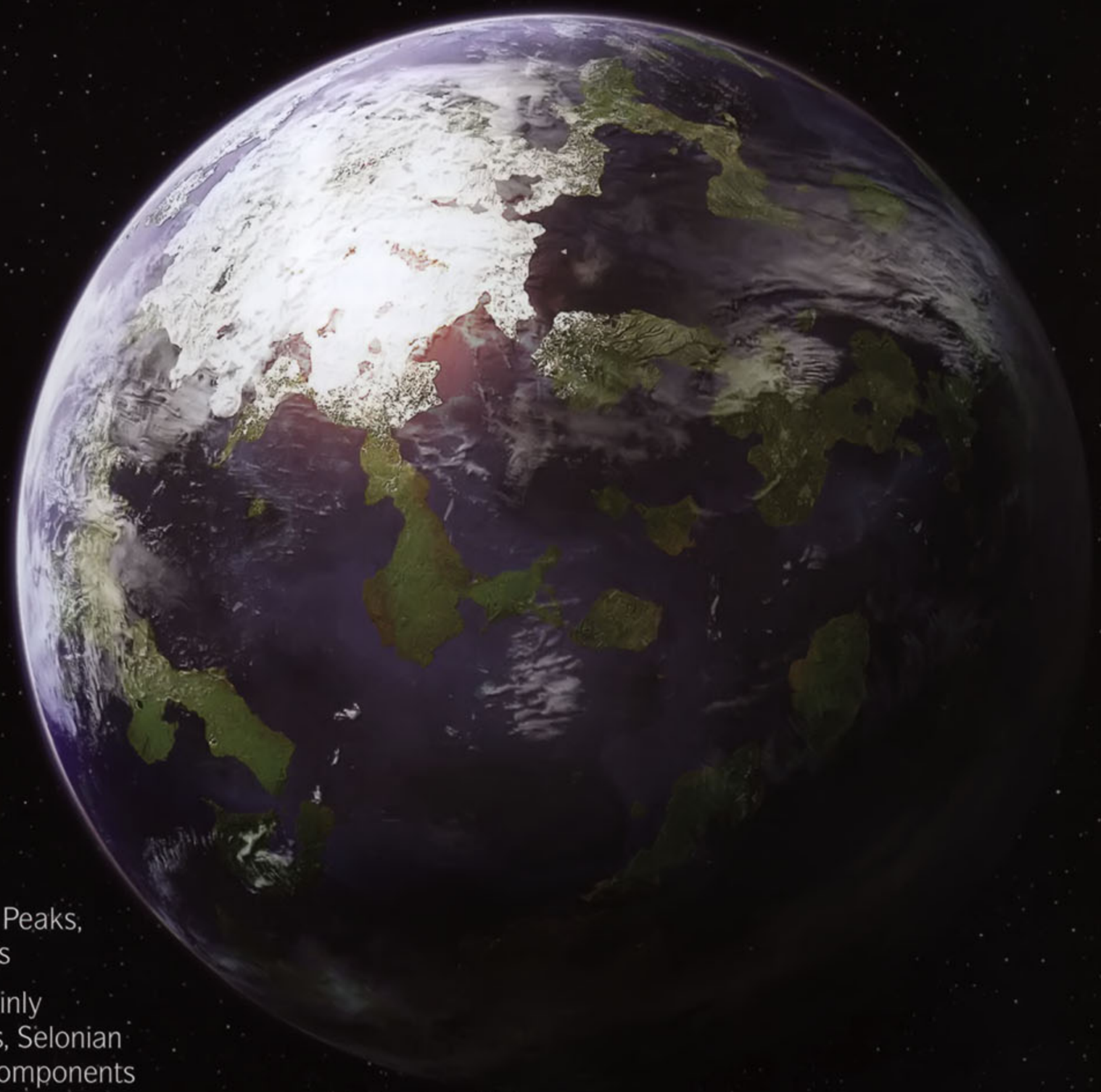
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	4	2	3	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	10	0 | 0

Skills: Athletics 2, Cool 2, Coordination 3, Melee 3, Perception 3, Ranged (Heavy) 3; Survival 3, Vigilance 2.
Talents: Let's Ride (may mount or dismount from a creature as an incidental), Feral Strength 2 (adds +2 damage to one hit of successful Brawl or Melee attacks).
Abilities: None.
Equipment: Flashstick (Melee; Damage 6; Critical —; Range [Engaged]; Disorient 3, Stun Damage), light blaster carbine (Ranged [Heavy]; Damage 8; Critical 3; Range [Medium]; Stun Setting, used one-handed), electrobinoculars, great ibbot mount, heavy uniform (+1 soak), datapad.



SELONIA



Astronavigation Data: Corellian System, Corellian Sector, Core Region

Orbital Metrics: 355 standard days per year, 26 standard hours per day

Government: Confederation of Dens

Population: 16 million (99% Selonian, 1% other)

Languages: Selonian, Basic

Terrain: Ocean, island chains, archipelagos, volcanic mountain ranges

Major Cities: L'pwacc Den, Scasmirs Den, Tir'mal Den

Areas of Interest: Cloudland Peaks, Shevo Banks, Orbital Shipyards

Major Exports: Foodstuffs (mainly aquatic), raw materials, minerals, Selonian marble, starships and starship components

Major Imports: High-tech goods

Trade Routes: Corellian Trade Spine, Corellian Run

Special Conditions: None

Background: The fifth planet of the Corellian system, watery Selonia is an ocean planet rich in natural resources and home to the fierce and insular Selonian people. Selonia's surface is mostly covered with deep, frigid, tempestuous seas with a handful of small islands, archipelagos, and atolls scattered here and there, mostly around the equator.

Land on Selonia is very scarce, limited to a series of small islands and spidery continental stretches around the planet. In addition, many of the available landmasses are volcanic islands—often still active. These towering rocky edifices rise out of the ocean and can reach incredibly impressive heights. However, they are all but inhospitable. On Selonia, only the simplest life has evolved to live on land. Most advanced life forms either live in the oceans, or underground.

The Selonians themselves, a semi-aquatic humanoid musteline race of ancient lineage, live deep beneath the seas, in a planet-wide network of tunnels and caverns bored into the very living stone of the planet over the course of tens of thousands of years. It is in this subterranean ecumenopolis that the Selonians live, work, and play, building high-quality advanced technology goods for export and harvesting food and resources from the endless Selonian seas.

THE DENS

One of Selonia's most fascinating natural features is not its world-spanning ocean. Instead, it's the tunnel network beneath it.

The "Dens," as the Selonians refer to them, are actually a vast network of caverns and tunnels that span the entire planet. Though the Selonians have carved out large metropolises in these caverns, and dug many tunnels and transport lines to connect them, most of the "Dens" are natural formations. The vast cavern networks are fantastic to behold, lightless cathedrals deep below the earth. Some caves are vaulted domes with forests of stalagmites and glittering chandeliers of stalactites. Others are narrow passages or spindly chimneys reaching into the bowels of the earth. Many are flooded by the oceans above. Even the Selonians have only managed to explore a fraction of the caverns beneath their world.

HIDDEN IN PLAIN SIGHT

The fifth habitable planet (and furthest from Corell), Selonia has been largely absent in Corellia's history. This is due to the planet's native population, the Selonians, and their constant struggle to remain isolated from the rest of the galaxy.

SELONIA'S HISTORY

Until relatively recently, the wider galaxy knew precious little about Selonia or its peoples. Only within the last few thousand years have the insular and suspicious Selonians opened their dens and their hearts to their in-system neighbors. Even today, few inhabitants have met a Selonian, and even fewer have traveled to their storm-tossed home world.

As with the other inhabited worlds in the system, Selonia's history begins with the invasion of the Rakata and the planet's annexation into the Infinite Empire. Whereas the Drall and Corellians suffered for millennia under the heel of the Rakata occupiers, the Selonians avoided this fate by simply retreating into their tunnels and sealing them up behind them. When the Rakata arrived on Selonia, they found only an empty, wind-swept world of endless steel-colored seas. They made some cursory attempts at surveying the oceans in search of exploitable resources. However, the invaders quickly packed their equipment and focused their attentions on the remaining four inhabited worlds.

For the entirety of the Rakatan occupation of the Corellian System, the Selonians stayed walled up in their dens, safe and secure beneath Selonia's oceans and untroubled by the violence and strife surrounding them. Eventually, with the collapse of the Infinite Empire and the beginning of stellar exploration by the other worlds around Corell, Selonia was quickly discovered. The planet was thoroughly mapped by Corellian surveyors and its flora and fauna meticulously cataloged by Drallish scholars.

Still the Selonians stayed in their dens, undisturbed by the occasional explorers traipsing about on the surface. Now and then scouting parties of Selonian warriors were dispatched to patrol the planet and report disturbances, and it was in this way, nearly a thousand years after the collapse of the Infinite Empire and the rise of the Galactic Republic, that the Selonians finally made contact with their neighbors.

FIRST CONTACT

Those few decades after first contact with the Selonians was made were unpromising. Full of suspicion and xenophobia, the Selonians wanted little to do with the rest of the Corellian system. They were happy to keep to themselves and let the rest of the system do as it pleased. There were missteps and misunderstandings, diplomatic breakthroughs and interplanetary incidents, and plenty of bloodshed on all sides.

Eventually, through constant, agonizingly slow diplomacy, the Selonians became at least a nominal part of the Corellian System's larger society. A few adventurous Selonians, mostly the young, ambitious, and intensely curious, emigrated to Corellia and Drall where they discovered the wonders of modern society. Although Selonian technology and culture were relatively advanced (at least as much as could be expected from a people so isolated), they possessed nothing on the scale of Corellia's wondrous orbital industrial complexes or Drall's endless databanks. The young Selonian explorers took their discoveries and their new experiences back to their home and the entirety of the Selonian people quickly arrived at a consensus opinion–they were correct to stay in their comfortable dens.

Despite this, over the ensuing millennia the Selonians became more and more integrated into Corellian society. They proved to be quite adept at quickly grasping the fundamentals of science and technology and finding ways in which it could be incorporated into their unique Selonian culture. They also showed a natural affinity for ship building and the construction of precision electronics. Eventually, a number of Selonian dens joined in a business deal with the Corellian Engineering Corporation to build CEC shipyards in orbit around Selonia. The Selonians existed peaceably with their neighbors for generations, taking tentative steps to the edges of the system and beyond into interstellar space. An ill-fated alliance with Corellia and Drall involving a disastrous invasion of Talus and Tralus over 500 years ago made Selonia withdraw once again, their stinging defeat at the hands of the twin worlds and the poor treatment received from their so-called allies only reinforcing the ancient Selonian distrust of outsiders.

For centuries the Selonians remained underground, severing nearly all ties with Corellia and Drall save for some trade agreements and the continued licensed construction of starships for CEC. The Selonians on Selonia even went so far as to sever all contact with the many expatriates living on the other Corellian planets, leaving them bereft of support and cut off from their family and friends. Only within the past few decades has this coolness receded, and a new generation of Selonian explorers is at large in the Corellian System, seeking out new horizons and making their mark on the galaxy.



as arrogant, humorless, hectoring do-gooders whose sole goal in life is to ruin the fun of other species. Although generally untrue (and more than a little unfair), the stereotype of the stiff-backed Selonian who doesn't understand a joke has endured for a reason.

In fact, most Selonians encountered away from their home world seem pleasant enough to those who meet them. They are generous, friendly, and generally charitable, willing to lend a hand to a friend or stranger in need. Beneath their friendly demeanor, however, lies the ancient, deeply ingrained distrust of outsiders which is best expressed in the old Selonian saying, "Den and kin first, all others second." At their hearts, the Selonians are only interested in issues that directly impact the fortunes of the Selonian race. Their generosity and charity stop the minute they see a potential threat to the Selonian people or their home world, and woe betide the off-worlder who threatens violence against a Selonian or his den.

Selonian culture is quite unique, so much so that xenoanthropologists from major universities throughout the Core regions travel to Selonia in the hopes of being allowed into their dens to study the Selonians at length. Consensus is paramount to Selonian culture, and they go to great lengths to achieve it, debating a course of action for days or even weeks before it is undertaken. Their family structure is based around a fertile female known as a queen, who is the supreme ruler of a den in much the same way that a Duchess is the leader of a Drallish clan. They have a strict caste system based on gender and fertility, and there is little to no social mobility within their hidebound society.

For more information on the Selonian people, including character creation rules, see page 91 in **Chapter III: Player Options**.

PEOPLE AND CULTURE

The Selonian people are a difficult people to know. Naturally suspicious of outsiders, rigidly honorable, and honest to a fault, they strike most other species

POINTS OF INTEREST

Unlike its neighbors, Selonia offers little to interest the average interstellar traveler, unless that traveler has a taste for saltwater, seafood, and hurricanes. Aside from the majestic and imposing Cloudland Peaks, only a dedicated marine scientist or xenoanthropologist could find much to love about Selonia. The planet's most compelling places lie either deep beneath the seas in the planet-wide den complex or in orbit in the Selonian Shipyards.

CLOUDLAND PEAKS

One of the few, rare tourist destinations on this otherwise staid and insular world, the Cloudland Peaks are

a volcanic mountain range that dominates Selonia's northern hemisphere. Stretching over 2,000 kilometers, the Cloudland Peaks range contains more than 100 mountains that rise up from the sea floor to heights ranging from 8,000 to 15,000 meters high. While most are inactive, some of the taller mountains are still active volcanoes; the smoke and ash from their caldera mingles with the clouds to make a perpetual mist that obscures the tallest peaks. A major undersea fault line and volcanic vents make the seas around the region bubble and steam, and the whole area is prone to groundquakes, tsunamis, and avalanches.

Despite the incredible danger and the difficulty in even reaching them, the Cloudland Peaks draw thousands of visitors every year, mostly from Corellia, Talus, and Tralus. They come to climb the mountains, hunt the massive predatory raptors that make their nests among the crags, and to test themselves against the fury of Selonia itself. While most survive, rarely do they do so unscathed, and the mountainsides are littered with the remains of countless adventurers who pushed their luck one too many times.

ORBITAL SHIPYARDS

Rivaling the CEC shipyards in orbit over Corellia in quality and production volume, the orbital shipyards of Selonia are the watery planet's major industrial producer. The Shipyards are a sprawling complex of hundreds of square kilometers of slips, hangars, gantries, orbital warehouses, habitation modules, and testing laboratories, all in low planetary orbit. The shipyards hum around the clock with the comings and goings of countless vessels. Tugs and shuttles zip here and there, delivering materials or moving ships, half-finished hulls, and heavy cargo. Nimble patrol boats flit among the constant stream of commerce, keeping a watchful eye on all and sundry, and ships from Corellia bring raw materials, supervising engineers, and various supplies needed to support Selonia's ship building industry.

While the Selonians have a reputation as competent, even talented technicians and shipwrights, they are nearly incapable of designing starships. Some quirk of their thought process makes the mathematical knowledge and engineering skills necessary to design ships completely incomprehensible to the Selonians; the few ships they have designed over the course of history have been dismal failures.

The most infamous type of Selonian starship is the aptly named coneship. These crudely built, short-range, inter-system patrol craft are little more than large, truncated cones with rudimentary systems driven by archaic chemical rocket engines. Coneships seat two Selonians in claustrophobic discomfort, carry little in the way of consumables, and are incredibly dangerous to their crews and to any ships in their vicinity. Precious few of these relics from the past are still in existence; most of them have crashed, burned on their launch pads, or been recycled into other forms. Those that do remain are displayed as much for warning as they are for any historical significance. Their ugly presence reminds all Selonians who look upon them that traveling the stars is dangerous, un-Selonian, and best left to those who understand it.

THE SELONIAN DENS

The Dens are not a single location, but a vast network of interconnected tunnels and caverns that twist for tens of thousands of kilometers beneath Selonia's oceans. Home to millions of Selonians and a handful of privileged off-worlders, this great underground ecumenopolis offers every comfort to be found in cities such as Coronet (save for the open skies).

Seemingly primitive to an outsider, the Dens are, in fact, thoroughly modern, with state-of-the-art communications and transportation systems linking them together; thousands of industrial and commercial zones turning out all manner of goods for export; and city services such as water treatment, power generation, and waste disposal that are the envy of many

THE DEEPWATER DOCKS

A culture as insular as Selonia's makes trade with this world tricky. Even in these modern times, the Selonian dens put steep tariffs on all manner of imported goods. However, sentients will be sentients, and telling someone they can't have something is a sure way to inspire interest.

Smuggling into Selonia poses unique challenges. With the majority of the planet underwater, and the majority of civilization underground, the access points to Selonian cities can be tightly controlled by the authorities. This leads to the existence of the Deepwater Docks.

To make a run to Selonia, an enterprising smuggler must rig his ship to withstand the crushing ocean depths and install underwater propulsion devices on the outer hull. He then drops his ship to the Selonian surface on a ballistic course, feathering the thrusters at the last second to slow his descent, then diving deep into the ocean. In the darkest oceanic trenches, minor Selonian dens construct water-locks large enough to hold light freighters. Here smugglers off-load their cargo, then head back to the surface.



less fortunate cities in the system. There are sculpture parks and gardens of luminous fungus, arenas, stadiums, educational institutions, theaters, tapcafes, museums, and cantinas just like in any other major metropolitan area in the galaxy. The Selonians who live and work deep beneath the seas want for very little. It is the rare off-worlder who is granted permission to enter the Selonian Dens, and those allowed entry are expected to be on their best behavior lest they never return from their trip.

OTHER GEOGRAPHIC REGIONS

This is a brief overview of some of the other geographic regions found on Selonia.

Island Surfaces: Many of the island surfaces on Selonia are completely undeveloped wildernesses. These range from windswept barren rocks in the polar regions to lush grass-covered islands near the equator. However, few of the islands have vegetation beyond grasses and bushes. Selonia's stormy climate can strip islands bare, meaning the planet's fauna has never had the decades of uninterrupted growth required for trees. Similarly, most land animals are small mammals, lizards, and birds, as most higher-order life evolved in the oceans or underground.

Den Entrances: Not "geographic regions" per se, some of the entrances to the Selonian dens have seen small surface communities spring up around them in recent decades. These communities are a wary mix of outsiders and the Selonians who interact with them. It says much about Selonian attitudes that most of these communities consist of prefabricated temporary structures.

CREATURES AND CHALLENGES

The flora and fauna of Selonia display a curious lack of biodiversity. Only a handful of species inhabit the vast planet-wide seas, and most of those share many common genetic traits. The maze of the Selonian dens is even more barren, with only the ravenous tunnel worm and half a dozen types of fungus making their homes within the tunnels and caverns. Many xenobiologists believe the paucity of native species is due to Selonia's long ago move from its native star to Corell's orbit, while others assert that some intrinsic feature of the planet itself keeps the number of extant species low and relatively homogenous.

TUNNEL WORM (RIVAL)

Tunnel worms are immense, eyeless, ravenous worms raised by Selonians as both beasts of burden and a food source. Growing upwards of ten meters and weighing hundreds of kilograms, tunnel worms have smooth, glistening, limbless, mottled gray bodies that are dominated by a round, slavering mouth filled with saw-like teeth on one end and taper to a point at the other. Incredibly dim-witted, tunnel worms are instinct-driven creatures who live only to eat, grow, and reproduce. Their diet consists of stones and a luminous fungus native to the Selonian tunnels. Their mynock-like mouths contain powerful olfactory sensors which can differentiate between the faintest smells at great distances, and secrete a thick, powerful acid with the consistency of wet ferrocrete that sticks to everything. Given enough time, the sticky acid can reduce nearly any material to sludge.

When left to their own devices, tunnel worms trundle through the Selonian den complexes eating fungus, debris, and filth. They keep the tunnels clean and occasionally burrow new tunnels or excavate long lost dens in their constant search for food. They are difficult to provoke, but once angered, they spit their caustic saliva and lash about with their tails until the threat is melted or pummeled into submission.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
6	1	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
6	15	1 | 1

Skills: Survival 2.
Talents: None.
Abilities: Silhouette 3, Tunneling (using their powerful maws and their quick-acting acidic saliva, tunnel worms can move through solid stone as if it were difficult terrain).
Equipment: Serrated maw (Brawl; Damage 6; Critical 4; Range [Engaged]; Burn 4, Sunder, Vicious 2), crushing tail (Brawl; Damage 10; Critical 4; Range [Engaged]; Concussive 3, Knockdown, Prepare 1).

TERYX (MINION)

Teryx are small, feathered species of reptavian found in abundance all throughout the Cloudland Peaks. Tiny and exceedingly nimble, these fist-sized creatures have long, sharp, needle-like beaks and lovely, multi-colored plumage that shimmers in the sunlight as they dart among the small alpine meadows where they make their nests. They feed on insects and the bodily fluids of small rodents, stabbing their prey with their beaks, injecting the target with a numbing venom, and drinking its blood. While individually they are not particularly dangerous, their habit of swarming around any creature and draining them completely of blood is one of the many well-documented dangers of exploring the Cloudland Peaks.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
0	2	0 | 1

Skills (Group Only): Brawl, Coordination, Vigilance.
Talents: None.
Abilities: Flyer (teryx are excellent flyers, see **Star Wars: Edge of the Empire** Core Rulebook page 202). Silhouette 0.
Equipment: Beak (Brawl; Damage 2; Critical 4; Range [Engaged]; Disorient 2, Pierce 3, Stun 3).

SALERODREX (NEMESIS)

Massive, black-eyed, single-minded killing machines, the salerodrex are the dominant predator of Selonia's endless seas. These sleek, torpedo-shaped creatures have smooth blue-white skin with occasional gray or black mottling along their spines, and a prominent ridge of dorsal spikes. Their broad mouths are filled with a triple row of sharp, constantly growing teeth that can easily pierce the hulls of ocean-going vessels or bite a grown human in two. They have incredibly sensitive hearing and olfactory senses, and can hear the thrum of an engine or smell blood in the water dozens of kilometers away. Constantly on the prowl for food, these monsters prey on anything they can fit in their maws, but they seem to prefer live, warm-blooded creatures.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	4	1	3	2	2

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
8	22	24	0 | 0

Skills: Athletics 4, Brawl 4, Perception 4, Survival 3.
Talents: Adversary 1 (upgrade combat checks targeting this creature once).
Abilities: Aquatic Creature (salerodrex suffer no penalties for moving through water and can breathe underwater, but cannot move or survive on land), Silhouette 3.
Equipment: Teeth (Brawl; Damage 8; Critical 3; Range [Engaged]; Pierce 4, Vicious 4).



TRALUS

Astronavigation Data: Corellian System, Corellian Sector, Core Region

Orbital Metrics: 392 standard days per year/24 standard hours per day

Government: Federation of the Double Worlds

Population: 2.4 million (72% Human, 13% Selonian, 9% Drall, 6% Other)

Languages: Basic, Selonian, Drallish

Terrain: Mountains, steppe, lakes, oceans

Major Cities: Rellidir

Areas of Interest: Sea of Jarad

Major Exports: Foodstuffs, refined ores and minerals, raw materials

Major Imports: High-tech goods, medicine and medical equipment

Trade Routes: Corellian Trade Spine, Corellian Run

Special Conditions: None

LINKED BY POSITION

For better or worse, Tralus and Talus have always been linked in fortunes. They are almost always ruled by one government, have similar customs, and work together to represent their affairs and grievances in the Sector and on the galactic stage. This alliance has been cemented by numerous events, the latest being the abortive invasion of the Double Worlds by Selonia, Drall, and Corellia 500 years ago.

TALUS

Astronavigation Data: Corellian System, Corellian Sector, Core Region

Orbital Metrics: 392 standard days per year/24 standard hours per day

Government: Federation of the Double Worlds

Population: 3.2 million (60% Human, 25% Drall, 10% Selonian, 5% Other)

Languages: Basic, Selonian, Drallish

Terrain: Forests, mountains, seas, mud flats

Major Cities: Dearic, Nashal, Qaestar Town

Areas of Interest: Kystes' Spine, Mephyt River

Major Exports: Foodstuffs, refined ores and minerals, raw materials

Major Imports: High-tech goods, medicine and medical equipment

Trade Routes: Corellian Trade Spine, Corellian Run

Special Conditions: None

LINKED BY FATE

The existence of Talus and Tralus, their unique orbital position, and their symbiotic relationship with the mysterious Centerpoint Station are perhaps the greatest proof of the artificial nature of the Corellian System. Known as the Double Worlds, Talus and Tralus are small, terrestrial worlds that orbit Centerpoint Station like oversized moons. Together, the two planets and the station inhabit the third orbit around Corell, lying between Drall and Selonia. Thanks to their proximity to one another and Centerpoint, both planets are subject to tidal and tectonic forces well beyond that of the other planets in the system. They have a reputation for fast-moving, capricious tides, savage, long-lasting, continent-sized windstorms, and devastating groundquakes. Both of the Double Worlds are quite similar in climate, terrain, ecology, and biodiversity, and their identities are so intertwined that they are often spoken of as one singular entity.

TALUS AND TRALUS'S HISTORY

The written history of Talus and Tralus begins with the coming of the Rakata and the Double World's conquest by the galaxy-spanning Infinite Empire. Geologic evidence and the fossil record of both Talus and Tralus show that until roughly 30,000 years ago, neither world contained any native sentient species. Being essentially uninhabited and possessing a wealth of untapped resources, the Rakata built massive agricultural and industrial complexes to strip the worlds of their natural bounty to feed the needs of the far-off Empire.

During the long reign of the Rakata, populations of humans and Drall, usually criminals, political prisoners, rebels, and other undesirables, were transplanted from their worlds to the Twins to work in the Rakatan mines, farms, and factories. After the fall of the Infinite Empire, the peoples of Talus and Tralus were left to fend for themselves. Far from their homeworlds and with only the most basic knowledge of how to work the ancient machines and survive on their own, the already desperate conditions in which the slaves lived grew steadily worse. For nearly two centuries, the populations of Talus and Tralus fought a long and losing battle against nature, entropy, and the breakdown of society. Finally, when all seemed lost and the populations of both planets had given up hope, the first ships arrived from Corellia and Drall in search of new lands to conquer and new riches to exploit.

Over the course of the next 25,000 years, the fortunes of the Double Worlds waxed and waned. Governments rose and fell, wars broke out between themselves and the other inhabited worlds of the system, and both planets became dumping grounds for the wretched and undesirables from Drall and Corellia. During this time, small bands of independent-minded Selonians emigrated to the Double Worlds, establishing dens beneath the surface of both planets completely separate from (and often at odds with) the home dens back on Selonia. Both Talus and Tralus, and to a lesser extent Centerpoint Station, gained a reputation as disreputable and dissolute places fit only for criminals, madmen, and savages.

INDEPENDENCE

Eventually, after many long millennia of insult and abuse both real and imagined, Talus and Tralus seceded from the central authority on Corellia and declared themselves sovereign, forming their own government: The Federation of the Double Worlds. The incensed Corellians recruited Drall and Selonia in a botched attempt to bring the Double Worlds back into the fold. A savage war broke out between the two allied forces. After a prolonged, bloody conflict, the Federation successfully repelled the Corellian forces and established themselves once and for all as a separate political entity.

Today, some 500 years later, the Federation of the Double Worlds, known colloquially as Fed-Dub, maintains cordial, if often strained, relations with their intersystem neighbors and the Galactic Empire. Despite a rather promising start, over the course of the intervening centuries the Fed-Dub has slowly evolved from a republic dedicated to improving the lot of its citizens to a corrupt plutocracy interested only in protecting the rights of the rich and powerful. It works hard to sell the lie of a progressive, happy, and advanced society to both its in-system neighbors and the galaxy at large.

Talus, the more populated and developed of the two worlds, is the Fed-Dub's seat of power. It is here that the leaders of the Fed-Dub have undertaken massive building projects to both improve the conditions of its citizens and also to show the entire system that they are a mighty and progressive people to be taken seriously on the galactic stage. Tralus, a smaller and more rugged and rural world, has no grand cities on the scale of Talus. Instead her people live in small rural villages or mining towns, or in the massive Selonian den far beneath the equatorial seas.

PEOPLE AND CULTURE

The strangely homogenous culture of the Federation of the Double Worlds is a mixture of the best and worst to be found on Corellia, Selonia, and Drall. The long cohabitation of the three dominant species, their shared struggles, and their pervasive collective inferi-

ority complex have served to distill their personalities, accentuating both the positive and negative traits of their respective cultures.

Corellians hailing from the Fed-Dub are wilder, more mercurial, and less trustworthy than their fellows on Corellia. Their passions are stronger, their ambition is greater, and their disdain for rules and laws is almost anarchic. They are the living embodiment of the wild-eyed, silver-tongued Corellian scoundrel (and a constant embarrassment to Corellia). Swoop racing culture is even stronger in the Fed-Dub, where there are both fewer laws and more space. While the gangs on Corellia are foolish and dangerous adrenaline junkies, those on Talus and Tralus are positively insane: they truly live by the maxim "Live fast, die young, and leave a beautiful corpse."

Those few Selonians who have emigrated to the Double Worlds are even more insular and xenophobic than those on Selonia. Considered heretics by the Selonian dens and shunned from the larger Selonian society in the system, the Talusian and Tralusian dens are an atavism, a throwback to a more savage time in Selonian history, a time before their development into a modern galactic society. The dens of the Fed-Dub are crude and primitive by the standards of the day, with little in the way of modern conveniences.

The Selonians who make their homes there care little for the modern world, and live their lives the way their primitive ancestors did millennia ago, living off the land and keeping to their tunnels. While there is some trade with the outside, especially among the younger generations, it is still rare to see a Selonian in the Fed-Dub outside of her den.

The Drall of the Fed-Dub, for their part, retain much of their native good nature and dignity and are more like their kinsmen on Drall than either of the other Fed-Dub species. That being said, they have developed their own particular eccentricities over the millennia. The Drallish tradition of scholarship is alive and well in the Federation, although it has a more obsessive and desperate edge to it, as if they are attempting to find the answer to a question before some cosmic clock runs out. They tend to hold themselves apart from the humans and Selonians of the Federation. Some even go so far as to deny that they are from the Federation at all, telling anyone who asks that they are merely there to study the aberrant societies that have grown in the absence of guidance from their respective home worlds. This attitude does nothing to endear them to the other members of the Federation, and there is a certain coolness in the relationship between the Fed-Dub Drall and their human companions.

POINTS OF INTEREST

Thanks to their curious relationship, the Double Worlds are considered one entity when speaking of people, cities, and governmental entities. Both worlds feature a number of natural and artificial wonders, from breathtaking mountains to verdant jungles to soaring, glittering cities of ferrocrete and transparisteel. Presented here are a number of the more interesting locales on the Double Worlds.

DEARIC

The capital city of Talus and home to that planet's main spaceport, Dearic is a city as corrupt and dangerous as it is beautiful. A large and bustling metropolis often compared favorably to Coronet City on Corellia, Dearic is a dense urban landscape of soaring skyscrapers, broad, lush parks, orderly neighborhoods, and busy commercial districts. It is home to respected cultural and educational institutions, has a booming economy, and has a population of happy, productive citizens whose government provides to meet their needs.

That's the official line from the Fed-Dub information ministry, at any rate. The fact is much of Dearic's sophistication and urbanity is a carefully manipulated facade. Beneath the glamorous surface lies a black heart of corruption, vice, and despair.

While the happy and productive (and most importantly, prosperous) citizens are real, those unfortunate enough to be less well-off are shuffled away into segregated neighborhoods full of addicts, the insane, the poor, and other undesirables whose existence is anathema to the Fed-Dub authorities. The conditions in these out-of-the-way sectors of the city are every bit as desperate as the worst parts of Corellia's Blue Sector, but they have no silver lining. No tourists or slumming socialites frequent the dives and pawn shops in the makeshift commercial districts. No government aid, no protection from gangs or criminals, nothing at all is provided to these unfortunates, and they are fed a constant stream of blame and lies that keep them in their place. As long as they stay quiet and keep their heads down, the authorities leave these inhabitants alone. However, there is a long history of rabble-rousing and protesting that comes from these sectors, and an equally long history of suppression and police brutality as the corrupt authorities do all that they can to maintain the horrible status quo.

THE DRALL'S SHOP

On the furthest outreaches of Dearic, one can find the slum known as Shove-Off Point. Curled around the banks of the Icormek River, Shove-Off Point is a dank and unpleasant place, full of rot and those desperate to move elsewhere. However, if someone wishes to purchase hard-to-find items, it houses one of the best black-market shops in the sector. The elderly Drall owner of the establishment (known colloquially as "The Drall") has traveled far and wide in the galaxy and made many friends. He is reportedly able to find anything, given enough time and money. He needs to keep his services hidden lest he incur the wrath of the Fed-Dub; thus, he is a hard Drall to reach. He has been known to set up decoys and tricks to test those who seek him out and to protect himself from authorities.

KYSTES' SPINE

The Kystes' Spine is a long and nearly impassable mountain range bisecting Talus' great southern continent. These ragged, ancient mountains are home to a number of deadly native creatures and are prone to violent storms and groundquakes. Here and there throughout the range are small, sheltered alpine valleys in which human villages and Drall research stations have sprung up, but these are few and far between; the Spine has few sentient inhabitants. Vast forests stretch across the flanks of the mountains, broken by jagged rockslides and cloaked by mists and clouds.

Deep beneath the Spine are a vast series of tunnels, ancient lava flues and vents from when the mountains were young. Within this dark maze live the majority of the Selonian population of Talus. A loosely allied confederacy of dens, the Selonians who live beneath the Kystes' Spine are radical xenophobes who shun both the company of aliens and that of their own kind back on Selonia. They have little contact with the outside world, and those outsiders foolish enough to intrude upon the dens without invitation often meet with a very messy end.

NASHAL

Built along the banks of the scenic Mephyt River in the far north of Talus, Nashal is held up by Fed-Dub officials as the very model of a Federation city. Founded millennia ago in the aftermath of the fall of the Infinite Empire, the city was initially a neutral meeting place where different tribes of humans and Drall could come to trade, mingle, and work out their differences.

Today, Nashal is a sprawling and lovely riverside city of half a million citizens. Home to most of Talus' cultural elite, Nashal is dedicated to the cultivation and preservation of native Talusian art, music, and writings. It has also gained a reputation as neutral ground throughout the galaxy, and over the centuries many peace treaties and negotiations have been held here by peoples from all across the Core. Thanks to its character as both a cultural and diplomatic center, Nashal is the most diverse city on Talus, and the languages of hundreds of species echo in its streets and parks.

SEA OF JARAD

Tralus' Sea of Jarad is a small, shallow, exceedingly stormy inland sea located in the planet's northern hemisphere. The small human and Selonian communities that have grown up on its shores are a throwback to a simpler, slower age. Sleepy fishing-and-aquaculture towns of typically fewer than 2,000 souls, these settlements are home to a rogue's gallery of reprobates, dropouts, exiles, survivalists, and sentients from a plethora of species who fell through society's cracks and had nowhere else to go (and nothing left to lose).

The denizens of these towns make their meager livings as fishermen, hunting the massive and dangerous styanax fish or raising crustaceans, mollusks, and edible sea plants in crude, littoral operations. The fishing is still done the old-fashioned way, in broad, flat-bottomed canoes rowed by powerful oarsmen, using handheld harpoons that have changed little throughout the course of history. Occasionally a daring or wealthy hunter travels to this forsaken region to hunt styanax, hiring the local fishermen as guides and assistants.

Life on the Sea of Jarad is hard. The meager economy is subject to the whims of wind and tide; the weather is capricious, with storms that whip up out of clear skies to scatter fishing boats and drown laborers, only to disappear in an instant. Changes in temperature, salinity, or the chemical makeup of the waters can drive schools of fish into the deep center of the sea where they cannot easily be reached, or kill thousands of them en masse, cutting the fishermen off from their livelihoods and making the difficult living situations even worse. Although life is grueling and often deadly, not all is doom and gloom throughout the region. In what little spare time they can find, people make music or write verse about the sea and its inhabitants. Scrimshaw, the art of carving detailed images and even whole stories into styanax bones is quite common, and many fishermen make their livings in the off season by selling their art in the far-off city bazaars.

RELLIDIR

Home to over one hundred thousand sentients, Rellidir is Tralus' largest city and the seat of the Planet's local government. It is an open, airy city nestled in a valley near the equatorial sea with broad, tree-lined streets and stout buildings full of antique charm. Quiet and staid, Rellidir has little of the flash or vice of its sister city Dearic, but neither does it have a fraction of Dearic's wealth. The inhabitants of Rellidir are mostly middle-class working men and women who make their livings digging ore in the mines, toiling away in the refineries, or working the fields and pastures of Tralus' many factory farms.

QAESTAR TOWN

The largest city on Talus—and the Double Worlds—with a quarter million people, Qaestar Town is often said to be what Dearic looks like under its veneer of gilt and Fed-Dub propaganda. It is an ugly, dirty port town situated in the shadow of the massive Qaestar Ridge. High atop the ridge is the largest, most dangerous spaceport on the planet (if not in the entire system). Frequented by pirates, smugglers, and other assorted undesirables, Qaestar Town is a place that explorers end up when they are down to their last credit or have made one too many mistakes. It is a rough, mean-spirited town with hard-eyed and suspicious citizens who look upon visitors as equal parts predator and prey. Always ready to believe the worst about a person or a situation, the sullen and suspicious people of Qaestar Town are always on their guard. They are quick to take offense and quick to anger, forever playing the role of the martyr and the constantly aggrieved.

THE JARAD RUN

The Sea of Jarad provides a deadly challenge to even the most skilled pilots. Those in the know can participate in a dangerous race across the sea in high-performance low-altitude airspeeders, pushing themselves and their craft to the limit of their abilities. Many young Talusians use this race as a rite of passage to prove their merit. Those that survive may go back to their community with honor. Although the race caters mostly to the local population, outsiders have been known to make the attempt. The track is split into three legs, each of which crosses the sea. The massive triangle increases the likelihood of encountering a storm. Each year a few unlucky individuals die during the race; most of these are outsiders. Those who have lived their lives around the Sea of Jarad are used to its temperament and can spot the signs of approaching storms better than outsiders can. Both spectators and participants are provided with hours of suspenseful entertainment and many opportunities for wagers.

THE IMPERIAL PRESENCE

Qaestar Town is home to a small Imperial garrison consisting of a few squads of stormtroopers, their officers, and a much-harried Imperial customs inspector. Ostensibly assigned to the city to help oversee customs at Port of Qaestar, the garrison is also under orders to get a handle on the crime and corruption in the city and bring the Fed-Dub officials into the Imperial fold. This has proven to be an impossible task. Underfunded by Coruscant, ignored by the Fed-Dub officials, and outgunned by the criminals who run the city, the beleaguered Imperial Garrison has thus far been unable to bring the "Qaestar Situation" under control.

Perhaps the largest problem with Qaestar Town is the lack of good leadership. The Fed-Dub authorities are shockingly corrupt even by Double Worlds standards. Fully in the pocket of both the pirate outfits that operate the port facilities and the organized crime families who run the city proper, the government officials are there to do little more than pay lip service to law and order while keeping the law away from the actual business of the city.

While this is a remarkably lucrative arrangement for the politicians and the crime bosses, the average citizens are trapped in the middle, squeezed by taxation on one hand and extortion on the other, with no one to turn to for redress. Most visitors say that if the city were well and truly cleaned up, the people would become more amicable, but less charitable souls believe that Qaestar Town is the city that its inhabitants deserve, and no amount of change will make them happy.

The port itself sits high above the city on the Qaestar Ridge. An ugly, ramshackle collection of hangars, slips, warehouses, and dens of ill repute is connected to the city below by maglev lines and an ancient, winding staircase cut into the wall of the ridge. The staircase descends for two kilometers, ending in the heart of Qaestar Town's governmental district. Port of Qaestar is infamous throughout the system for being nothing but a front for rival gangs of cutthroats and smugglers who charge the highest berthing fees; they are just as likely to strip a ship to the hull or impound it indefinitely as they are to fuel and service it. Despite its well-earned reputation, Port of Qaestar is wildly popular among the more raffish set of smugglers and traders. A credit goes a long way in Qaestar, and a good reputation and a flush bank account can slip nearly any cargo imaginable past the Fed-Dub customs officials.

OTHER GEOGRAPHIC REGIONS

This is a brief overview of some of the other geographic regions found on Talus and Tralus.

Mud Flats: Talus's mud flats are notable to geologists in the Corellian system due to their extensive size. Some of the flats stretch for thousands of kilometers, formed by shallow seas and flat, silt-laden terrain. Though dotted with small islands of swampy vegetation, much of the flats are open expanses of steaming mud, constantly drenched in brief but furious downpours. The flats are so large whole ecologies exist within, with the notorious sludge panther at the top of the food chain.

Steppes: Tralus's steppes are rolling expanses of cool grasslands, washed by rains in the summer and dusted by snow during the long winter. Despite the high winds, they are considered one of the more appealing places to visit on Tralus; the local herding communities tend to be free of much of the corruption that plagues the rest of the Fed-Dub.



CREATURES AND CHALLENGES

Both Talus and Tralus are home to a wide variety of native plant and animal species. The rich farmlands and deep equatorial seas of Tralus produce a number of domesticable creatures raised and slaughtered for their meat, hides, and byproducts. Talus's flora and fauna are flashy and dramatic, and a curious genetic instability runs throughout many of its species, making them highly susceptible to mutation and genetic disorder.

DALYRAKE (RIVAL)

Dalyrakes are amphibious arachnids who inhabit the lakes and tidal waters of both Talus and Tralus. They stand about a meter high and are half again as long, with two flat, oval-shaped body segments, six multi-jointed walking legs tipped with wicked talons, and two crab-like pincers held well forward. The smaller, forward body segment contains their primitive ganglia, eyes, and mandibles, along with a number of long tentacles tipped with bioluminescent glands. The larger, longer rear segment contains the creature's powerful heart and is tipped with a sharp and dangerous stinger. Strange and quite beautiful in their way, dalyrakes move with a purposeful, spidery grace.

Despite their strange, occasionally frightening looks and their low intelligence, dalyrakes are easily domesticated and can be found in many homes and businesses throughout the Corellian System. While they are not affectionate, they are well-suited as pest control animals. Whether domesticated or wild, dalyrakes are slow and deliberate hunters. Typically, they submerge themselves in water or hide in bracken, underbrush, deadfalls, or piles of debris, then lure in prey with their waving tentacles. Once approached by a prey animal, a dalyrake pounces quickly and injects its target with the soporific venom produced by its stinger.



Skills: Brawl 3, Coordination 2, Deception 3, Perception 3, Stealth 4, Survival 2.
Talents: None.
Abilities: Death Lunge (when incapacitated, Dalyrakes make one out-of-turn Brawl attack against one opponent with whom they are engaged. This check gains ■).
Equipment: Talons, pincers, and mandibles (Brawl; Damage 5; Critical 4; Range [Engaged]), Poisonous stinger (Brawl; Damage 3; Critical 3; Range [Engaged]; Disorient 3, Prepare 1, Pierce 3).

GUF DROLG (RIVAL)

Huge, dim-witted, and evil tempered, guf drolgs are perhaps the most disruptive and despised creatures on Talus. Roughly the size of a large speeder truck (and half as intelligent), guf drolgs are massive, quadrupedal, reptilian herbivores who make their homes on the broad grassy Talusian plains. The guf drolg's powerful frame is draped in thick, rust-colored hide which falls about it in loose folds, protecting it from both the elements and predators.

Guf drolg herds of thousands are constantly on the move, migrating across the planet with the seasons and devouring everything in sight. Great migrations of guf drolgs cause incredible damage to local economies and ecosystems as they consume crops, destroy fences and buildings, trample livestock, and ruin the land with their acidic droppings. While they are difficult to hunt and roundly despised, guf drolgs do have some value, mostly as a source of food and hides. Their meat is surprisingly delicious, and their thick, supple hides are easy to work with, take dyes easily, and are used to make everything from armored clothing to designer shoes.



Skills: Brawl 2, Resilience 3, Survival 3.
Talents: Adversary 1 (upgrade the difficulty any combat checks targeting this individual once).
Abilities: Silhouette 2.
Equipment: Goring horn (Brawl; Damage 5; Critical 3; Range [Engaged]; Pierce 3, Prepare 1, Vicious 1), trample (Brawl; Damage 7; Critical 5; Range [Engaged]; Disorient 3, Inaccurate 1).

SLUDGE PANTHER (NEMESIS)

Sludge panthers are carnivorous feline predators who live in the steaming jungles and fetid swamplands of Talus. Typically around two meters long and over a meter high at the shoulder, sludge panthers have lean, muscular bodies covered in a dense mat of mottled brown and gray water-resistant fur. Their necks are thick and their heads are large and leonine, with small ears, yellow eyes, and powerful jaws full of sharp, rending teeth. Their paws are broad with black, non-retractable claws used for climbing and hunting, and thick pads which help absorb the sound of their movement. A thick, horny ridge runs from between their ears to the middle of their back, protecting the neck, shoulders, and spine from damage.

In the jungles and swamps where they make their homes, sludge panthers have few natural enemies and are usually the apex predator in their range. Sludge

panthers are exceedingly cunning hunters and are nearly undetectable in their native environs. When stalking their prey, these big cats use cover, natural camouflage, counter tracking, and other tactics intended to confuse and harry. One of their most common ruses is to slather cool mud over their bodies to mask both their scent and their body heat, a tactic that makes them nearly impossible to detect.

Sludge panthers are social creatures who live and travel in small bands, the females hunting for food and the males protecting the nests and young from predators. Although they rarely hunt sentients, those who go against them should remember they seldom hunt alone.



Skills: Brawl 3, Coordination 3, Resilience 3, Stealth 4, Survival 3, Vigilance 4.
Talents: Adversary 1 (upgrade the difficulty any combat checks targeting this individual once), Blooded 2 (add ■■ to all checks to resist or recover from the effects of poisons, venoms, and other toxins, and reduce duration of toxins by two rounds), Lethal Blows 2 (add +20 to Critical Injury rolls inflicted on opponents).
Abilities: Natural Camouflage (any Perception checks made to detect a sludge panther suffer ■■; this affects scanners and macrobinoculars using thermal sensors or passive light amplification as well), Jungle Hunter (sludge panthers suffer no penalties when moving through rough terrain in dense jungle, dense forest, or swampy environments).
Equipment: Teeth and claws (Brawl; Damage 4; Critical 4; Range [Engaged]; Pierce 1), pounce (Brawl; Damage 5; Critical 5; Range [Engaged]; Disorient 2, Knockdown, Prepare 1).

STYANAX (NEMESIS)

Native to the seas and oceans of Tralus, the styanax are among the most savage aquatic predators known to exist in the Corellian System. These atavistic reptilian carnivores have long, muscular bodies covered in thick, iridescent green scales which shimmer as they move through the water. A ridge of sharp spines runs along a styanax's dorsal ridge, and it possesses a powerful prehensile tail tipped with a wicked and venomous stinger.

Styanax are, thankfully, largely solitary hunters. Territorial in the extreme, they only tolerate the presence of others of their kind during their short, violent mating season. Aggressive and forward, styanax are unsubtle in combat. They charge directly at their target, attempting to sting their prey with a soporific venom. Once incapacitated, a styanax grabs its prey in its powerful jaws and proceeds to shake it to death.



Skills: Brawl 4, Resilience 3, Survival 3.
Talents: Adversary 1 (upgrade the difficulty any combat checks targeting this individual once), Crippling Blow (may increase difficulty of combat check by one to inflict a crippling blow; causing the target to suffer one strain whenever it moves for the remainder of the encounter).
Abilities: Silhouette 3, Aquatic Creature (styanax suffer no movement penalties in aquatic environments).
Equipment: Tooth-filled maw (Brawl; Damage 8; Critical 4; Range [Engaged]; Vicious 3), poisonous stinger (Brawl; Damage 3; Critical 3; Range [Engaged]; Pierce 3, Stun 4).

DIMLURKER (RIVAL)

Dimlurkers are hideous, worm-like creatures native to the dark, winding tunnels far beneath the Kystes' Spine. One end terminates in a grasping, toothless maw, flanked by a pair of long, prehensile tentacles tipped with hard, spiked spheres of solid chitin. These lashing tentacles are the dimlurker's primary weapons, and are used both to strangle prey and to stuff food down their gaping gullet.

Dimlurkers patrol the dark places beneath the Spine, eating carrion, filth, and preying on other subterranean creatures, including the Kystes' Spine Selonians and the occasional (and unlucky) spelunker. They are completely blind and deaf, having neither eyes nor ears, and hunt by sensing heat and vibrations through the numerous clusters of receptor cells scattered throughout their bodies. In combat, they lash out with their flailing tentacles in an attempt to grab and entangle their prey. Once entangled, the prey is squeezed to death in the dimlurker's powerful embrace and then swallowed whole.



Skills: Brawl 3, Perception 4, Resilience 4, Survival 3.
Talents: None.
Abilities: Constrictor (opponents affected by the Ensnare quality immediately begin suffering the effects of suffocation as outlined on page 214 of the **Edge of the Empire** Core Rulebook), Terrifying (upon first seeing a dimlurker, an individual must make a **Hard (◆◆◆) check** following the rules for fear on page 298 of the **Edge of the Empire** Core Rulebook).
Equipment: Chitinous limbs (Brawl; Damage 4; Critical 5; Range [Engaged]; Ensnare 2, Stun 3).

CENTERPOINT STATION



Astronavigation Data: Corellian System, Corellian Sector, Core Region

Orbital Metrics: 392 days per year/12 hours per day

Government: Federation of Double Worlds Executive Secretariat

Population: 540,000 (Human 85%, Drall 8%, Selonians 5%, other 2%) and 100,000-250,000 tourists (Humans 55%, other 45%)

Languages: Basic, Drallish, Selonian

Terrain: Urban, artificial farms, parkland

Major Cities: Hollowtown, Null Town

Areas of Interest: TechSec, The Shells

Major Exports: High technology, tourism

Major Imports: Luxury goods, technology

Trade Routes: Corellian Trade Spine, Corellian Run

Special Conditions: None

Background: Situated at the barycenter of Talus and Tralus, Centerpoint Station is home to over half a million citizens of the Federation of Double Worlds. The station itself is a 350- kilometer-long cylinder with a 100 kilometer sphere at its center, and rotates on its polar axis every twelve hours to generate artificial gravity. This spinning design necessitates that all decks are concave, and oriented so that "up" is toward the station's axis.

The interior of Centerpoint is divided into four distinct regions. Hollowpoint encompasses the open center of the spherical section, and is the focus of Centerpoint's tourism trade. The Shells are made up of roughly 200 concentrically larger spheres around Hollowpoint, and an estimated 2,000 surrounding decks. The North Pole, which points toward Corell, is known as the Technology Sector or TechSec, and hosts most of the scientific research and manufacturing projects on Centerpoint. Finally, the South Pole is the least explored area of the station, and is home to a small but thriving criminal element.

The station is estimated to be over a million years old, making it one of the oldest known artificial constructions in the galaxy. Though hotly debated by scholars in the Corellian System, no one truly knows who created Centerpoint Station, or why. The inhabitants of Centerpoint itself are more concerned with daily routines than the origins of their home. Most locals take the station for granted, and leave the exploration and questions to newcomers.

THE CENTERPOINT SPINS

Gravity generation has been a ubiquitous part of spacefaring life in the galaxy for millennia. Centerpoint Station is one of the very few constructions in the galaxy that relies on a far older means of inducing artificial gravity—centrifugal force. The entire station—all 350 kilometers of it—spins to generate artificial gravity.

A spinning space station presents a multitude of challenges. Docking with a rotating station makes a simple piloting exercise quite exciting, and means most pilots rely on the station's tractor beams for a docking aid. The spin-generated gravity of Centerpoint also causes nausea and claustrophobic reactions in newcomers. The effect is especially noticeable in Hollowtown, turbovator shafts, and the polar regions. One way to notice a newcomer to Centerpoint is to see them react to Hollowtown; momentary bouts of panic upon seeing the rest of the sphere about to "fall" are common.

RELIC OF THE PAST

The vast space contained within the gigantic station known as Centerpoint Station is so large it rivals the space on some inhabited worlds. Thus, Centerpoint is divided into several different regions. The regions of Centerpoint Station are as diverse as the populations they contain. From the social elite of Hollowtown to the homeless of Null Town, the entire spectrum of sentient existence can be found onboard. However, the sheer size of the station, when compared to its sparse population, has led to geographical segregation.

While one could wander the station for years and never see the same place twice, it is relatively easy to get from place to place. A series of turbovators run the length of the station's axis and web the outer edge of the central sphere. The turbovators, when on major longitudinal or equatorial passages, can reach speeds up to 750 km/h, transporting groups of up to eight between most major regions in under ten minutes.

HOLLOWTOWN

Hollowtown is the local name for the farms, ranches, estates, vacation villas, lakes, and parks that occupy the 60 kilometer sphere at the middle of Centerpoint Station. Suspended 30 kilometers overhead at the exact center of the station is the Glowpoint—a small artificial star that provides light and warmth to Hollowtown. The interior surface area provides enough farmland to feed the entire station, and the lakes are large enough to host yachts and even create rain.

The Northern and Southern Conical Mountains are centered on the polar axis, which creates a near-zero gravity environment at the 7.5 kilometer central peak, and very low gravity around the six half-sized mountains surrounding it. The view from the summit is said to be life changing. Many say it's "like looking at a planet from the inside out." Most of the tourist attractions and resorts are clustered near the Northern Conicals, while the southern formation is surrounded by farms and ranches.

Only half of Centerpoint's population lives in Hollowtown. Most inhabitants are farmers, nerf and nauga ranchers, or the very wealthy and their house staff. Some workers who serve the tourism industry live in temporary quarters on resort grounds, though most commute from the Shells. As many as 25 million tourists visit Hollowtown each year, and anywhere from 50,000 to 250,000 might be present in the resort areas on any given day.

THE SHELLS

Hollowtown itself is nested inside approximately 200 larger spheres which are only partially explored. However, there are over a dozen communities of around 10,000 inhabitants in the northern end of the Shells between the North Docking Zone and Hollowtown. Known collectively as shell-towns, most were built to house permanent support staff and the families of those working in the TechSec, secretariat, or tourism trade. Shell-towns are usually either prefab modular constructions or take advantage of existing station facilities. Most shell-towns are near major turbovator access, and they are never very far from the area they support.

NORTHERN AND SOUTHERN DOCKING ZONES

While smaller access hatches and docking tubes litter the surface of Centerpoint, there are two major clusters of hangar bays where the central sphere is joined to either pole. Each cluster has 30 bays arranged in a ring, each measuring two kilometers in width, one kilometer in height, and three kilometers deep, making them capable of handling all but the largest of vessels. The hangar doors are not vacuum-sealed, and the bays are not pressurized.

To avoid constantly re-pressurizing such a large space, the mysterious creators of Centerpoint installed advanced technology which functions on similar principles to tractor beams to create a corridors of atmosphere. These corridors connect ship hatches (or entire small ships) to station airlocks inside the hangar bay. The Northern bays are controlled by the Executive Secretariat, which handles traffic control and security, though a number of these bays are leased to corporations with research and development facilities onboard. The Southern bays are not in official use, though criminal elements have been known to appropriate them.

FLUCTUATING GRAVITY

Characters present in Hollowtown or areas of the Shells near the polar axis enjoy the benefits of low gravity, while those present in the outer regions of the Shells suffer the penalties of high gravity (**Edge of the Empire** Core Rulebook, page 213). Most of the inhabited areas of the polar regions have been equipped with gravfield generators, but areas without them have either low gravity or none at all.



TECHNOLOGY SECTOR (TECHSEC)

TechSec is the name given to the North Pole, which is occupied by various high-tech manufacturing concerns. Nearly two dozen major manufacturers like Corellian MasterNav, Corellstand, Corellidyne, CorelliSpace, and Corellian Engineering Corporation have robust workshops and leased hangar bays to work on prototypes out of the public eye. Countless smaller corporations also have facilities in TechSec. Security is exceptionally tight in this region, and responsibilities are shared by Centerpoint Security and private security firms, who work together to combat industrial espionage. Many of those who work in the TechSec also live on-site, though workers with families often reside in the Shells. TechSec also hosts the Admin Sector and most museum- and university-organized archaeological expeditions. Those who work in the TechSec account for nearly a third of Centerpoint's population.

NULL TOWN

Also known as Little Socorro, the den of thieves, smugglers, and spice dealers near the Southern Docking Zone is called Null Town because of the polar region's low gravity. Null Town is so close to the rotational axis of the South Pole that residents are forced to bring in gravfield generators to avoid severe muscle atrophy. Unfortunately, the gravity between buildings is only about five percent standard, making it difficult to get around without a jetpack or magnetized boots. The desperate and homeless are known to jury-rig electromagnets, or even wear scrap-metal anchors.

Little Socorro is controlled entirely by Baron Kaldo, whose syndicate gets him a taste of most illicit sales or criminal acts on Centerpoint. While Kaldo does have an impressive hall in Little Socorro, only select operatives and contractors ever realize it is his organization. Kaldo leaves most of the daily maintenance and bookkeeping to Gustip, his Drallish majordomo. Centerpoint Station Security is aware that organized crime has grown in recent decades, but the illicit pleasures provided by inhabitants of Null Town are popular with the tourists, and political pressure from the Secretariat has tied Security's hands; that is, unless violence spills over into Hollowtown or TechSec.

THE PEOPLE OF CENTERPOINT

Centerpoint is governed by the Executive Secretariat led by the Chief Executive, who is appointed by the Federation of the Double Worlds. The secretariat is charged with managing Centerpoint Station on behalf of the Fed-Dub and takes an active role in most activity on station. All secretariat activities are divided between the Administration and Operations departments. Administration handles most activities that generate credits, such as taxation, tariffs, leasing agreements for businesses and residences, and issuing various licenses, permits, and visas. Operations handles most activities that spend credits, such as security, construction, maintenance, transportation, orbital control and hangar operations, and the intelligence office. All told, there are approximately 12,000 Fed-Dub personnel on-station, half of whom are a part of Centerpoint Security.

For a place as large as Centerpoint, there aren't enough security personnel to even map the entire station, let alone patrol it. Security's primary focus is on protecting the crops, the tourism trade, and TechSec. A token amount of security is provided to shell-towns, and the rest of the station is left to its own devices. To fill the void, a powerful crime syndicate has sprung up in the South Pole. The lawless inhabitants of Null Town provide all manner of illicit entertainment to Hollowtown's tourists and the other less-than-scrupulous inhabitants of the station.

BARON KALDO [NEMESIS]

One of Hollowtown's billionaire elite, Benton Kaldo can trace his lineage to Corellian nobility. Kaldo's wealth originated from ancestral successes in corporate investments, though his true nature is less benign. From his sprawling vineyard estate in Hollowtown, Baron Kaldo controls most criminal activity on Centerpoint Station. His organization primarily deals in spice and corporate espionage, but the occasional underground swoop or podracing event in active turbovator corridors nets Kaldo hefty gambling profits.

A dark-haired and hawk-faced man in his early fifties, Baron Kaldo considers himself a blue-blood nobleman, and is always immaculately coiffed and clothed. Layers of servants insulate him from common citizens, whom he finds repellent. Despite this outward appearance of typical elitism, he is a shrewd manager of his organization and unafraid to take risks. He often poses as a rival buyer or seller at Gustip's more important dealings, where they use a sort of verbal code for Kaldo to covertly direct any decision-making right under the nose of others.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	4	3	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
4	16	18	1 / 1

Skills: Charm 3, Coercion 4, Cool 3, Deception 3, Discipline 3, Knowledge (Underworld) 3, Negotiation 3, Perception 4, Streetwise 4, Vigilance 2.
Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Plausible Deniability 2

(remove ■■ from any Coercion or Deception checks), Natural Charmer (once per session, may reroll any Charm or Deception check), Natural Negotiator (once per session, may reroll any Cool or Negotiation check).
Abilities: None.
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), superior concealed armored clothing (1 defense, +2 soak), comlink.

GUSTIP [RIVAL]

Baron Kaldo depends on Gustip, his fastidious Drall majordomo, to manage the day-to-day affairs of his criminal empire. Gustip carries himself like an aristocrat, and is never without his aurodium-plated cane. When not on Kaldo's Hollowtown or Null Town estates, Gustip is accompanied by a gang of Selonian thugs.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	5	3	3	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	14	1 | 1

Skills: Cool 2, Knowledge (Core Worlds) 3, Knowledge (Education) 3, Knowledge (Underworld) 3, Negotiation 2, Perception 1, Streetwise 2.
Talents: Stroke of Genius (once per session, may substitute Intellect characteristic on a skill check).
Abilities: None.
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), superior concealed armored clothing (1 defense, +2 soak), aurodium cane, encrypted datapad, comlink.

SELONIAN THUG [MINION]

The Selonians of Den Kimotte act as the enforcers of Baron Kaldo's criminal empire. They are trained to be silent and without mercy in the execution of their tasks. Kaldo's killers always travel in groups of three.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	1	1	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	6	0 | 0

Skills (group only): Brawl, Melee, Perception, Stealth, Vigilance.
Talents: None.
Abilities: None.
Equipment: Selonian glaive (Melee; Damage 6; Critical 3; Range [Engaged]; Cumbersome 2, Pierce 2, Sunder), tail (Brawl; Damage +4; Critical 5; Range [Engaged], Disorient 2, Knockdown, use Agility as the characteristic with this weapon), padded armor (+2 soak).



CENTERPOINT SECURITY & OTHER PERSONNEL

To represent typically encountered NPCs of Centerpoint Station, refer to the adversaries in **Edge of the Empire** Core Rulebook, pages 391-415. The Spaceport Security Detail and Spaceport Security Officer are appropriate as Centerpoint Security forces. The Corporate Sector Authority Security Captain and Viceprex are perfect for private security and leadership in the TechSec. Use the Street Tough and Pirate Crew to represent the dregs of Null Town.

SERA RIGGERS [NEMESIS]

Sera is a mid-level officer in the secretariat and frequently acts as the Officer on Duty, where she is responsible for the day-to-day operations of Centerpoint Station. She is driven to keep Centerpoint a safe place for tourism and research, and is obsessed with rooting out organized crime, much to the annoyance of her politically connected superiors. She is not above enlisting independent contractors to gather evidence.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	3	3	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
3	14	16	0 | 0

Skills: Cool 3, Leadership 3, Negotiation 2, Perception 4, Ranged (Light) 2, Streetwise 3, Vigilance 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Nobody's Fool 1 (upgrade difficulty of all Charm, Coercion, and Deception checks targeting Sera Riggers).
Abilities: Spaceport Leader (spaceport staff add □ to all Vigilance and Perception checks while in Sera Riggers' presence).
Equipment: Blaster pistol (Ranged [Light]; Damage

6; Critical 3; Range [Medium]; Stun setting), uniform (+1 soak), datapad, comlink.

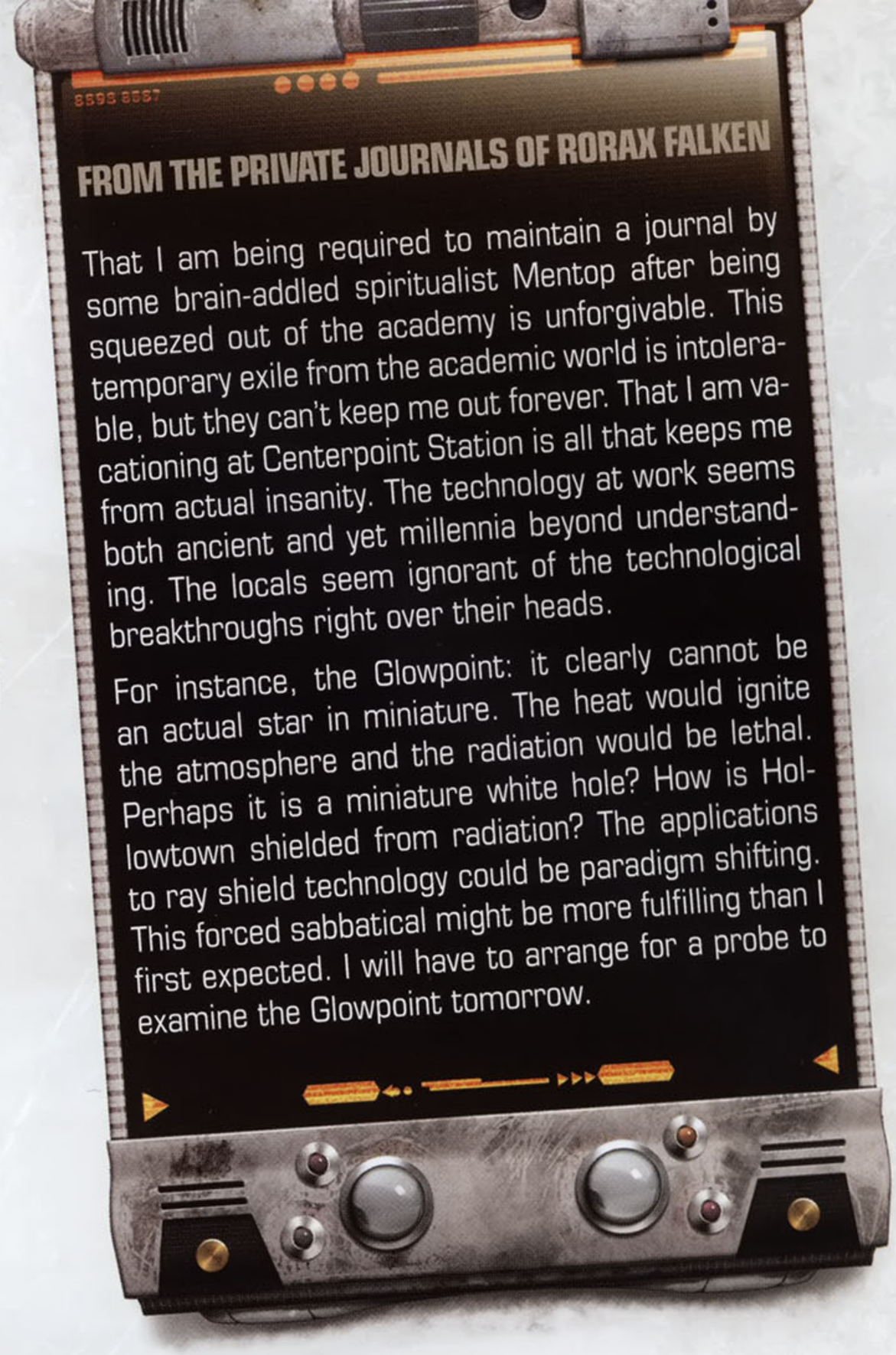
POL ORRICH [RIVAL]

A sergeant in Centerpoint Security, Pol Orrich has also been on Kaldo's payroll for most of his career. Pol has a gambling addiction and is often forced into doing favors to cover his debts. Orrich does not hesitate to use his uniform to threaten and intimidate, and is known as Orrich the Brute by his fellow officers.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	2	2	3	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
6	16	0 / 0

Skills: Brawl 3, Coercion 3, Ranged (Heavy) 2, Resilience 2, Streetwise 2, Vigilance 2.
Talents: None.
Abilities: None.
Equipment: Blaster carbine (Ranged [Heavy]; Damage 10; Critical 3; Range [Medium]; Stun setting), comlink, padded armor (+2 soak), sabacc deck, stimpack, utility belt.



OTHER PLANETS AND FEATURES

Beyond the famed "Five Brothers" of the Corellian System, a number of other astrographical features exist, including space stations, asteroid fields, and even other planets.

CROLLIA

A rocky wasteland distantly orbiting Corell, Crollia is largely uninhabited due to a poisonous and almost opaque atmosphere. However, the planet still proves valuable to Corellia's industry. Crollia was where crodium ore was first discovered. A very hard metal used in early spacecraft that traveled via hyperspace cannon, crodium is rarely used in modern shipbuilding. Most mines were located in Crollia's Maw, a massive canyon formed by diverging tectonic plates. However, the majority of the crodium mines are long since played out.

However, other ores and metals are still mined on Crollia in abundance by the Corellia Mining Corporation. CMC maintains a fleet of several hundred digger-crawlers, each crewed by a dozen sentients supervising mining droids. The crews usually contract for six-month tours to scour the planet for new veins or work existing mines. CMC favors all-Selonian crews, as studies have shown crewmembers resist the psychological strain of longer tours if among Selonians from their own sept. Transports arrive weekly to haul crates of raw materials to CMC storage facilities; CMC also maintains lucrative supply contracts with various CEC shipyards and most of the mined metals end up fueling Corellia's voracious space industry.

SORONIA

Furthest out from Corell circles Soronia, an uninhabited icy rock cloaked in a mottled purple and blue atmosphere. The air contains large amounts of cyanogen and methane, and the extreme distance from the star means the temperatures are so cold most life forms would freeze solid in moments.

At night, once the far distant Corell descends below the horizon, temperatures plummet even further. Many of the heavier gases in the atmosphere flash freeze into "trees" made of delicate ice crystals. The haunting and ethereal flash-forests are best known as part of a

popular advertising campaign for a trendy fragrance on Corellia, which has spurred some well-heeled tourists to charter private ships to visit the remote world. The only other interested parties in Soronia are scientists who have sent probes to Soronia to take core samples in hopes that trapped cosmic radiation might shed light on the origins of the Corellian system.

While there are no settlements of any kind, the occasional outlaw uses the crystal forests or natural caves near the planet's mountain ranges to avoid CorSec. Unfortunately, most scoundrels aren't prepared for how quickly their ship engines can freeze. It is common for repulsorlifts to lock up and ion engines to ice over within hours of being powered down. After sundown, components can freeze in mere minutes.

KIRIS ASTEROID CLUSTER

The Kirises are made up of a dozen large and tightly-grouped asteroids far beyond Soronia's orbit. The cluster is unknown to even the most seasoned Corellian spacers. The Kiris Asteroid Cluster was first discovered by Corellia Mining Corporation, but after surveys came back negative for precious metals, the cluster faded into obscurity.

PIRATE'S SHADOW ASTEROID FIELD

Located in an asteroid-filled nebula just above the system's orbital plane, the Pirate's Shadow has been terrifying Corellian children into behaving since the dawn of civilization. The asteroids were long ago mined dry and abandoned by Corellian shipbuilders, leaving them riddled with old facilities and sealed mine shafts used as bolt holes by outlaws hiding from CorSec.

RAYLESS LANTERN

Drifting at the edge of Pirate's Shadow, the Rayless Lantern is a sprawling warren of tunnels and chambers crawling with hundreds of Corellia's most ruthless criminals: the Silestro Privateers. The beautiful and murderous Captain Jostero, supported by Black Sun, currently leads the Silestro in raids on merchant traffic throughout the system.

THE VOID

The Void is a pocket of clear space within the Pirate's Shadow fought over between the Hidden Dagger pirates and the Hutt Cartel. Little is known about the reasons behind their brutal war of attrition, though the Void makes an excellent rally point to which pirate raiders can drag prize vessels. In the calm of the Void, pirates can strip or refit ships, space the passengers, and loot the cargo holds without being disturbed by CorSec.

GUS TRETA INNER SYSTEM MARKET STATION

Named for the small Corellian moon it orbits five times a day, Gus Treta Inner System Market Station is one of the system's many community centers for spacers. The 300-meter station provides a place to refuel, repair, resupply, look for work, and buy or sell cargo. The station has a permanent population of four thousand, with another two thousand temporary residents. At peak time, as many as four thousand customers might be onboard. Many spacers spend their downtime at Bell's Cantina to trade stories and enjoy the system's cheapest spiced ale.

A few centuries ago, the pirate cruiser *Xim's Scion* got into a skirmish with CorSec forces and the engines were all but destroyed. The wreck was salvaged by enterprising Corellians who towed the forward 250 meters of the cruiser into an elliptical orbit around Corellia's outermost moon and converted it into a refueling depot and market. Over the years, the station was sold, taken over, liberated, gambled away, and resold; it was eventually purchased by a Hutt named Gormo Vosadii Grasso.

Over the years, Gormo worked with Hoersch-Kessel Drive, who built the Scion, to stack modular expansions atop the station, more than tripling its size. Four years ago, the station was nearly destroyed when Bonestar Pirates fled the station in the middle of refueling. The resulting fire would have claimed the entire station if not for the bravery of the depot's owners, who gave their lives to detach the fuel depot from the rest of the station. Refueling is now handled in a mirror installation on the other side of the station, but reconstruction efforts are nearly complete.

RUBICUND EYE

An aging extra-galactic observatory, the Rubicund Eye is located below the Corellian System's orbital plane, where its view is unobstructed. It was recently overrun by Black Sun operatives, who have repelled numerous CorSec advances with advanced starfighters. No one knows what motivated the criminals to take over, but experts on the newsnets predict that Black Sun might be doing anything from looting to fortifying a permanent base to creating some exotic superweapon to hold Coronet hostage. Though the last is unlikely, it's no secret that CorSec is willing to pay good credits to anyone willing and crazy enough to take on Black Sun and kick them out of the station.



GORMO VOSADII GRASSO [NEMESIS]

Gormo owns Gus Treta Market Station, which he runs as a legitimate business. Most consider him very trustworthy, for a Hutt. The truth is Gormo has little interest in the station beyond profits and information. Decades ago, Gormo was dishonored among his clan for a botched spice smuggling enterprise and Gormo has been actively seeking a new scheme to restore his reputation ever since.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
6	1	4	6	5	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
10	30	20	0 | 0

Skills: Charm 2, Coercion 3, Cool 4, Deception 2, Discipline 4, Knowledge (Outer Rim) 3, Knowledge (Underworld) 3, Negotiation 4, Resilience 3.
Talents: Resolve 2 (when suffering strain, reduce the amount suffered by 2 to a minimum of 1).
Abilities: Awkward (Hutts have great physical strength but their bulk imposes severe limitations in flexibility and agility. They add ■ ■ ■ to all Brawl, Melee, and Coordination checks they're required to make), Ponderous (Hutts can never spend more than one maneuver moving per turn).
Equipment: Comlink, datapad.

CLAY "POPS" MERRA [RIVAL]

"His name's Clay and he's old as mud." The joke has been around Gus Treta longer than Gormo the Hutt, but despite his age, Clay hasn't lost his touch with a hydrospanner. Widely regarded as one of the best outlaw techs in the system, most claim there isn't a smuggling ship in the system he hasn't laid hands on. His specialty is altering ships' transponder codes.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	3	2	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	10	0 | 0

Skills: Computers 4, Mechanics 5, Negotiation 2.
Talents: None.
Abilities: None.
Equipment: Tool kit, datapad, emergency repair patch, hand scanner.

LIDDY RAVORA [RIVAL]

Liddy used to waitress at Bell's Cantina, a veteran spacers' hangout. However, once she recognized the value of information, she became an amateur infochant. Liddy amassed a small fortune trading secrets and purchased the cantina a decade ago. Spacers trust her, and she has been known to help many a down-on-his-luck spacer find work. Still, her first loyalty is to her top-paying customer, Gormo the Hutt.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	4	2	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	10	0 | 0

Skills: Charm 2, Deception 2, Negotiation 2, Perception 3, Surveillance 3.
Talents: None.
Abilities: None.
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), encrypted datapad, comlink.



THE CORELLIAN SECTOR

"All the danger and adventure of the Outer Rim, right here in the Core."

–Gustip

Though many galactic citizens frequently make the casual mistake of using "Corellian System" and "Corellian Sector" synonymously, nothing could be further from the truth. Corellia is only one of thirty systems that sprawl across the sector, ranging from sparsely inhabited mining worlds bathed in the light of harsh suns and barely explored jungle worlds to densely packed ecumenopolises and worlds riven by toxic waste.

As one of the oldest collections of systems in galactic history, the Corellian Sector proudly bills itself as the foundation for intergalactic civilization. At the same time, most who live within the sector cannot stand allowing their cultures to become homogenized into the Empire's greater whole. The Empire knows that a cauldron of discontent brews within the Corellian Sector.

Before the hyperdrive allowed the Corellians to explore the galaxy, they started with their own galactic backyard. Daredevil explorers blazed new hyperspace routes out from Duros and Corellia to Corfai, Nubia, and other nearby worlds, always seeking new horizons to discover and challenges to overcome. The Duros and the Corellians discovered they were kindred spirits, and established the hyperlanes their descendents would travel for generations to come.

The various societies of the Sector are fiercely committed to maintaining their diversity. However, unity exists through the shared spirit of independence and wanderlust. Now, while individual systems strive to maintain their unique cultural heritages, the Corellian Sector as a whole stands firmly united to maintain its strength and importance in galactic matters.

NAVIGATING THE SECTOR

Beyond the home planets and other important landmarks of the Corellian System, there are the various other systems of the sector to consider: the polluted factory world of Duro; the cosmopolitan and ecologically balanced Nubia; the artisan's haven of Aurea; the highly disciplined agriworld of Sacorria; and many more. All told, thirty systems make up the Corellian Sector. Many of these contain the long-inhabited planets involved in the major trade clusters which give the sector its extraordinary power and influence.



The various systems of the Corellian Sector rank among the most highly developed and industrialized in known space. Duro's extreme industrialization, for example, went unchecked so long that it rendered the surface uninhabitable.

Much of the technological and scientific development of the galaxy can be attributed to this sector and its galactic location. The Corellian Run is among the largest and most important hyperspace routes in the galaxy. It connects Coruscant, found at the very Core, all the way to the Outer Rim, where it intersects with the Smuggler's Run. The discovery, mapping, and maintenance of this route (and the Corellian Trade Spine, one of its massive branches) gives the Corellian Sector enormous economic power and influence.

The Corellian Sector boasts many technical-industry powerhouses, with offices, labs, plants, distribution hubs, and other facilities located throughout the region. These include Corellia Digital and Corellidyne Holographics, two top-end datacard, holographic projector, and hologram platform manufacturers; CorChemCo (Corellian Chemical Corporation), a subsidiary of biotech giant Chiewab Amalgamated Pharmaceuticals Company; Industrial Automaton, one of the two largest droid manufacturers in the galaxy; Corellian Technologies, an elite personal weapons and defense systems manufacturer specializing in anti-blaster field generators; Joben Crate Company, one of the most trusted names in space-worthy shipping crates; and Corellian Masternav, Inc., famous for producing the most accurate astrogation charts in the galaxy.

However, three companies from the Sector have inarguably left their mark on the wider galaxy. Nubia Star Drives, Inc. is respected throughout the galaxy for their hyperdrives and ship parts, and makes unique vessels for the rich and influential. Corellia Mining Corporation's operations span the galaxy and supply many other megacorporations with the raw materials needed for success. Finally, the similarly-named, yet very different Corellian Engineering Corporation—or CEC—is the crown jewel of the Sector.

It is perhaps this last company that can be attributed as one of the greatest sources of both wealth and reputation for the entire Corellian Sector. One of the three largest ship-building firms in the galaxy (the other two being Kuat Drive Yards and Sienar Fleet Systems), most experts believe the CEC has produced the greatest absolute number of ships in the history of galactic civilization. This can be attributed to their focus on civilian sales over military contracts, although they have certainly produced a handful of excellent warships for the

Republic, and now the Empire. Corellian Engineering Corporation freighters are highly valued by any trader doing long-range business, mainly due to the sheer reliability of their main systems in rough conditions.

The vastness and complexities of the entire Corellian Sector make information flow as vital as trade, thrusting the two largest information companies—the Corellia News Service (CNS) and the Corellia Sector Newsfeed (CSN)—into prominent and highly influential roles. Every system, faction, corporation, politician, and cause has a need to curry contacts within one or both of these companies. The diplomatic and intelligence services of governments outside of the Corellian Sector regularly monitor both feeds to keep up with important events within one of the galaxy's most important sectors. Of course, with increasing Imperial oversight over all matters of information, both services now find it more difficult to perform their tasks with their usual integrity.

RELATIONS WITH THE WIDER GALAXY

Contention within and without has often defined the Corellian Sector, even in the earliest days of the Galactic Republic. Several of its systems were founding members, and proudly so, yet they collectively insisted on a proviso in the original Galactic Constitution that gave them a certain distance from the Republic. Entitled Contemplanys Hermi (which translated to Basic means "meditative solitude"), this proviso is unique to the delegation from the Corellian Sector to the Senate (it was granted due to the extraordinary influence of Corellia's member worlds as well as a recognition of the distinct cultural aspects at work within the sector).

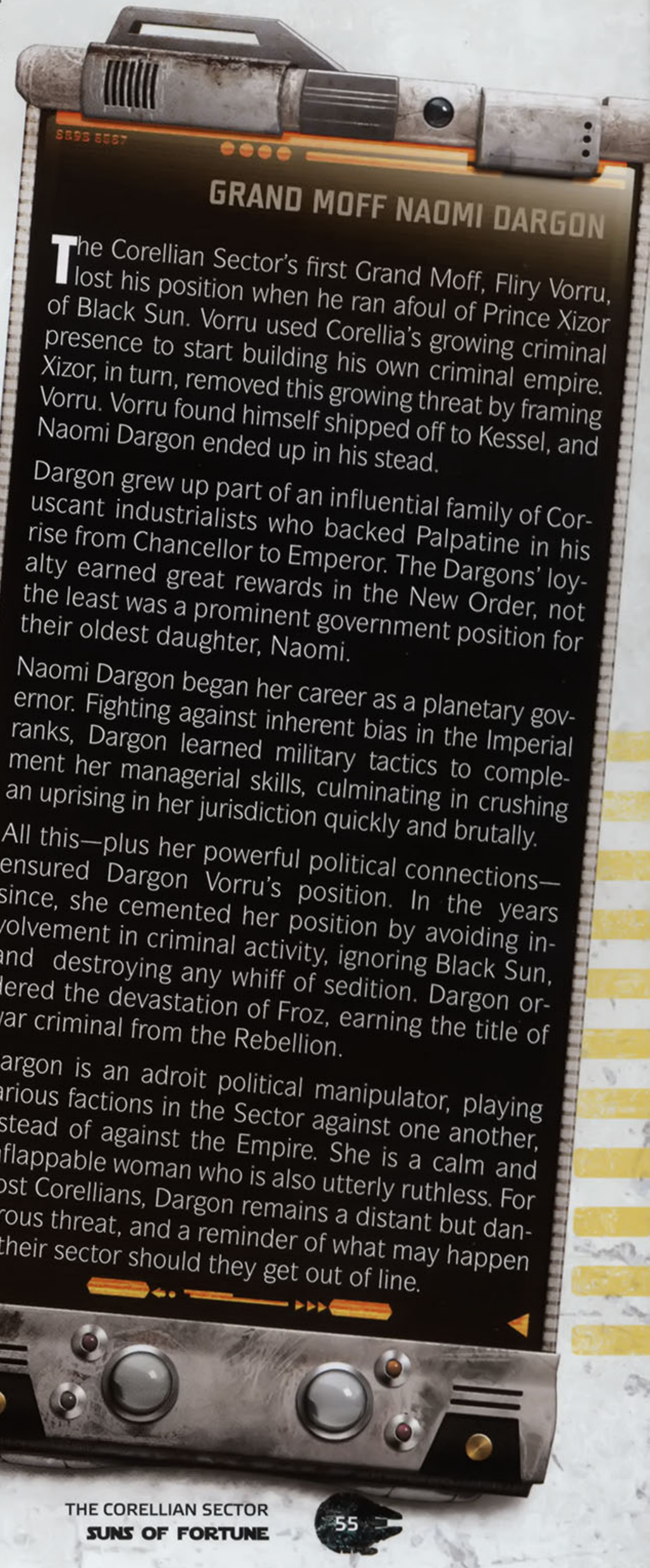
In essence, without actually seceding from the Galactic Republic, the governing body of the Corellian Sector could effectively withdraw its direct participation in any and all greater Republic matters "for a time." This included closing off the sector's borders to all non-native traffic and preventing defense forces from being incorporated in Republic military operations for any reason. At the same time, the Senators of the sector would give up their veto and other voting rights while the state of Contemplanys Hermi was in effect.

Interestingly, non-native businesses based in the Corellian Sector were permitted to continue operating during this time, so long as they did so in accordance with the imposed shipping and transport restrictions. Generally, such businesses would discover in short order that the only way to continue operating profitably would be to join the Corellian Merchants' Guild.

Throughout galactic history, Contemplanys Hermi came up so rarely as to fall into utter obscurity. Thus, it caught the rest of the Republic Senate quite by surprise when Senator Garm Bel Iblis invoked it on behalf of the entire Corellian Sector during the Separatist Crisis and the subsequent debate on the matter of forming a Republic-wide military. Though many feared it meant Corellian secession (and the sector's intent to join the Separatists), the original intent of the clause was carefully explained and emphasized by Bel Iblis and other Corellian officials.

In fact, the entire Corellian Sector remained completely neutral throughout the following Clone Wars. Unfortunately, though this stance probably spared the sector's systems some of the damage of those conflicts, ultimately it did little to protect the long-cherished Corellian independence.

The Empire has since revoked any semblance of special status recognition; rather, resources and industries have been completely nationalized under Imperial control, and the Duros system has been forcibly reassigned as part of the sector to serve Imperial administration needs. Corellian Sector diplomats are required to participate in the politics of the Empire, even as their voices are heard less and less.



GRAND MOFF NAOMI DARGON

The Corellian Sector's first Grand Moff, Fliry Vorru, lost his position when he ran afoul of Prince Xizor of Black Sun. Vorru used Corellia's growing criminal presence to start building his own criminal empire. Xizor, in turn, removed this growing threat by framing Vorru. Vorru found himself shipped off to Kessel, and Naomi Dargon ended up in his stead.

Dargon grew up part of an influential family of Corruscant industrialists who backed Palpatine in his rise from Chancellor to Emperor. The Dargons' loyalty earned great rewards in the New Order, not the least was a prominent government position for their oldest daughter, Naomi.

Naomi Dargon began her career as a planetary governor. Fighting against inherent bias in the Imperial ranks, Dargon learned military tactics to complement her managerial skills, culminating in crushing an uprising in her jurisdiction quickly and brutally.

All this—plus her powerful political connections—ensured Dargon Vorru's position. In the years since, she cemented her position by avoiding involvement in criminal activity, ignoring Black Sun, and destroying any whiff of sedition. Dargon ordered the devastation of Froz, earning the title of war criminal from the Rebellion.

Dargon is an adroit political manipulator, playing various factions in the Sector against one another, instead of against the Empire. She is a calm and unflappable woman who is also utterly ruthless. For most Corellians, Dargon remains a distant but dangerous threat, and a reminder of what may happen to their sector should they get out of line.

DURO



Astronavigation Data: Duro System, Corellian Sector (formerly Duro Sector), Core region

Orbital Metrics: 420 days per year/33 hours per day

Government: Corporatocracy

Population: 18.5 billion; almost all live in orbiting stations (Duros 53%, Human 36%, other 11%)

Language: Durese, Basic

Terrain: Polluted industrial wasteland

Major Cities: Bburru Station (capital), Jivv Space City, Jyvus Space City, Ranadaast

Areas of Interest: Tayana Ruins, Duro Starshipwright Shipyards, Tiercan Dam, Valley of Royalty

Major Exports: Starships, technology

Major Imports: Foodstuffs, ore, labor

Trade Routes: Corellian Trade Spine, Duros Space Run

Special Conditions: The planet's surface is off limits to normal travel, requiring Imperial permits for landing.

Background: They are called the Travelers, an honorific denoting the millennia of dedication to space travel and exploration that the Duros exemplify. Eyes always on the stars, the people of Duro took centuries of slavery and exploitation and leveraged the opportunity to learn of great technology and science. They then took this knowledge, overthrew their masters, and reached the very stars they had longed for.

It can be said that Duro brought intragalactic space travel to the Core Worlds, forever changing the culture of all of the peoples who would one day compose the Galactic Republic. Their mastery of hyperdrive technology and spaceship engineering brought a new age to the galaxy, and they are deservedly proud of this history.

Sadly, the rest of the Core doesn't seem to have the level of gratitude that it perhaps should. Duro has suffered terrible, planet-wide tragedies over the many centuries, mostly at the hands of warmongers seeking to diminish the strategic and economic value of the industrious planet and its people. Such calamities were the catalysts for an ecological crisis that would doom the once lush and green world.

Of course, the Duros bear a great deal of the blame for what happened to their world. Seemingly oblivious to what was happening to their beautiful environment, they embraced unchecked industrialization in all forms. They raced to mine all they could gain from their lands, churning out the raw materials they needed to mass-produce ships and everything that goes with them.

Now the surface—which cannot be seen unless a flying vessel dips below the perpetual yellow-brown smog that covers the planet—is one of barren wastes, massive mining caverns and holes, and greasy brown rivers leading to sickly, sludgy seas.

FEFZE BEETLES

Ironically, the only creature that still lives on the planet in any numbers is the fefze beetle, which isn't even native to Duro. A non-sentient, devolved sub-species of the Fefze of the planet Fef (who were originally recruited to Duro as workers who could handle the hazardous conditions planetside), the fefze beetles thrive because of both their capacity for rapid adaptation to environments and their capacity to eat just about anything, despite their poisonous nature. So long as any organic material exists on Duro, its dominant species will remain the fefze beetle.

RAVAGED BY SUCCESS

Its surface choked by pollution, its ecosystem devastated by abuse, and its people flung far and wide to the skies above and the stars beyond, the tale of Duro is one marked by great sadness. Yet there lies also a history of unprecedented technological growth born of scientific curiosity and a yearning for the mysteries of the galaxy. As with its people, the story of the planet of Duro is one too easily overlooked, and its importance to the galaxy at large has long been underestimated.

DURO'S HISTORY

Many millennia ago, early starfarers known as the Columi scouted Duro. Finding a sentient-yet-primitive species and gravity far too harsh for their liking, they left the planet in peace and never looked back. Thus the Columi missed a chance to ally with, or exploit, a rather savvy and tenacious species that was destined to make the stars their home in future millennia.

Evolved from ancient reptiles, the Duros thrived in the primarily lush jungle terrain of their home world. As they grew and developed as a species, the Duros developed a great collective thirst for knowledge. During the age of the Infinite Empire, Duro was conquered by the Rakata and its people were enslaved to build weapons, spaceships, and great technological wonders. During this time, the Duros were forced to construct the Star Forge, a great and terrible machine powered by the fury of a star and Dark Side energies. Capable of building weapons, combat ships, droids, and other materials in nearly infinite supply, the Star Forge taught the Duros many things about the nature of building and using technology.

When a terrible plague nearly destroyed the Rakata, the Duros fought for and won their freedom, and freedom for their planet. Duro came under the rule of a hereditary monarchy, and this became a time of great pride and reverence in Duro's history. In fact, one of the defining qualities of most Duros is their abiding love for history—especially their own—and their capacity to recite stories and legends with perfect accuracy. For all of Duro's incredible advances, the oral tradition of sharing history and stories remains a powerful cultural touchstone.

For a time after achieving both their freedom and the means to explore the galaxy, the Duros encountered the gentle and advanced Herglic. Ultimately, Duro joined the Herglic Trade Empire along with many other Core Worlds. Their reach and their resources thus expanded, the Duros went even farther among the stars. At the same time, they learned much from the Herglic about starship engines and navigation, making them even more indispensable to those who depended upon Duro for ships and interstellar trade.

A GOLDEN AGE

Under the wise and shrewd guidance of Queen Rana Mas Trehalt, the planet of Duro and its entire system came into great prominence within the budding new galactic civilization. Using all they learned from their time of enslavement, the Duros developed highly effective hyperdrives (the best of their time) and set out to link with other systems in the Core. After joining efforts with Corellia and mapping out the Corellian Trade Spine, eventually they made contact with Coruscant and many other Core Worlds. With shipyards and spacedocks surrounding Duro, the system became a hub not only for trade, but for other systems to attain ever greater access to the galaxy at large.

Queen Rana led her people into a Golden Age, culminating in Duro becoming one of the founding systems of the Galactic Republic. Despite the many tragedies yet to come for the planet and its people, Duro will always be known and recognized as having a profound and pivotal role in the foundation of a galactic civilization that endures, albeit dramatically changed, to this day. Even with the pro-human attitudes prevalent in the Empire (and constantly reinforced through massive propaganda), all remember Duro's impact on space travel.

CORPORATE CONTROL

Sadly, neither the Golden Age nor the monarchy endured. Corruption and corporate interests undermined the throne's influence and leadership, eventually leading to a kind of merchant council ruling as a hegemony over Duro and its colonies, with the nominal king or queen little more than a well-paid puppet dancing to the council's tunes. This same greed and ambition ultimately led to the ruin of Ranadaast, the great city built to honor Queen Rana and Duro's seat of government.

Eventually, wiser heads prevailed, and the ad hoc merchant's council was dramatically reformed into what is now known as the Duros High House. Fully embracing the concept of a corporatocracy, the High House is a legislative body peopled by appointed representatives of the most important corporations and economic institutions of the Duros Sector. From their ranks, the Chief Representative Officer is elected, serving as the executive head of Duro's government.

Naturally, the Duros' starfaring wanderlust led to extensive exploration. One of their earliest colonies was the planet Neimoidia; over many millennia, the Neimoidians changed biologically and culturally such that they are now treated very much as a distinctly different race, yet the shared ancestry is unmistakable. During the period of massive galactic expansionism known as the Kymoodon Era, Duros also

discovered and developed extensive contact with the planet of Sneeve. Duro explorers also discovered the now-famous pleasure planet Adner, as well as the Kobok homeworld, Koboth.

SCARRED BY WAR

Duro sent out peaceful expeditions into the galaxy, yet the galaxy seldom sent peace in return. Nearly four thousand years ago, the planet was almost totally devastated by Basilisk war droids unleashed by the Mandalorians invading the Colonies and Core during the Sith Wars. The millennial cycle of Sith-generated conflict also resulted in the complete destruction of the Duros colony of Harpori. Most of the wars between the Sith, the Mandalorians, and the Jedi spilled over onto Duro and its colonies, despite the planet and the species being not even remotely warlike.

The main reason Duro stood as such an important strategic target, however, was its ever-expanding technical and industrial might. Just over two centuries ago, the planet entered the peak of its incredibly long Industrial Age, signified by the extraordinary engineering feat known as the Tiercam Dam. Designed to help manage the mounting volumes of toxic waste being generated by the massive mining operations, the dam holds back the acid-polluted waters of multiple rivers and streams from still marginally-habitable lands. The incredible mining city of Tayana, located within the giant meteor crater site of the same name, also came to great prominence at this time. Studied by scientists and engineers from many other Core and Colony worlds, Tayana represented both a mighty complex totally devoted to the mining and processing of vital starship-building resources as well as an ecological hazard of planet-threatening proportions. Gargantuan food processing plants also covered the landscape, pouring even more pollutants into the atmosphere.

As more and more of the planet became uninhabitable, the ever-pragmatic Duros simply turned their massive shipyard complexes into the foundation for an entire series of orbiting city-sized space stations. Ultimately, the planet became barely more than a machine-driven, robot-managed and lifeless mining and manufacturing site while its entire population moved to live in massive artificial cities orbiting it like so many small moons.



This process was greatly accelerated during the Clone Wars, when the Separatist commander General Grievous conducted a terrible and destructive campaign to capture Duro for the Confederacy of Independent Systems. More or less finalizing what the Duros had already begun, Grievous ordered an orbital bombardment that released vast clouds of radioactive and toxic waste into the atmosphere and rendered the entire planet uninhabitable.

At the end of the Clone Wars, as the Galactic Empire began to further secure the Core and Colonial words, Imperial administrators forced what was left of the population still living on Duro to abandon the planet completely for the orbiting cities. At the same time, the Empire nationalized Duro's resources, which are now turned to feed the ever-expanding Imperial war machine.

As a matter of managerial expedience (though many political pundits believe the move was made specifically to engender tensions between the populations of Duro and Corellia), the Duros Sector has been subsumed into the Corellian Sector. Naturally, with the human-centric attitudes and policies prevalent in all tiers of the government and bureaucracy of

WHAT MAKES DURO CORELLIAN?

Though there has always been extensive cooperation and trade between Duro and the Corellian Sector, the Duros were perfectly content to consider themselves a separate society and culture living in their own sector of space. They had, after all, taken to the stars far earlier than their neighbors, winning their freedom from an oppressive tyranny; why should they wish to sublimate their identity into a human-dominated culture?

Heedless of Duro sensibilities or desires, the Empire chose to reorganize the lines on the galactic map to suit its own administrative needs. Including the management of Duro's ecological disaster and its extremely important manufacturing capabilities within the Corellian Sector was presented as a simple logistics decision. The Empire needed Duro's assets in its military buildup, and it needed the resources of the Corellian Sector to aid in rebuilding Duro society to adapt to the crisis of their planet.

This, however, is only part of the truth.

Under the leadership of Emperor Palpatine, the Imperial bureaucracy has many hidden agendas. One of them, by his specific direction, is to foment as much discord and political wrangling as possible at local government levels. Engineering such chaos makes it much easier for Moffs and other Imperial officers to manipulate their charges as they step into such situations as mediators and, where necessary, enforcers.

By attaching Duro to the Corellian Sector, the Empire seeks to engender resentment among both the Duros and the Corellians. It is hoped the Duros will see the move as subverting their sovereignty (which is true), yet focusing that resentment to the Corellian government that has been nominally assigned control of them now. The Corellians, meanwhile, are being asked to take on the burden of Duro's rehabilitation, which creates resentment over resources already being stretched thin. All the while, Grand Moff Naomi Dargon manipulates the entire situation to her political and personal fortune.

the Empire, the long-suffering Duros are once again second-class citizens in their own homes.

The only mollifying factor for the people of Duro is the slow-but-steady reintegration of the Neimoidians back into their culture. With the defeat and disgrace of the Trade Federation laid thoroughly at their feet, the prodigal colonists are now returning to the ways and means of their home system and looking for a new beginning. Some are even making the actual return to Duro, finding homes among the orbital cities. They bring with them extensive experience in trade, commerce, bureaucracy, and management, all useful as the people of Duro wrestle with the uncertain future they face.

THE PLANET OF DURO

Once covered in lush jungle greenery over most of the surface, Duro was home to millions of indigenous species of flora and fauna. The heat and humidity of the planet was particularly nurturing to reptilian forms of life, from which the Duros species evolved. Low mountain ranges created many thousands of plateaus and valleys, where the growing Duros populations thrived, and water flowed throughout the lands via great rivers and many thousands of streams.

Duro has three major landmasses. One great continent stretches over a full third of the planet's surface. A second continent, about a fourth of the size of the main one, stretches from the northern pole into the opposite hemisphere from the main continent. The third mass is not much more than a very large island, and is located in the same hemisphere as the second continent, well into the planet's southern regions.

These days, virtually none of the lush greenery of the past remains. Mass extinctions of flora and fauna were well underway before the first terrible invasion by the Mandalorians took a devastating toll. Pollution and toxic waste, resulting from the utterly unchecked Industrial Age, turned the air into a hazy, choking perpetual smog bank covering the entire atmosphere, while sludge-filled rivers flowed into acidic seas. What few efforts were made to manage pollution were destroyed during the Basilisk war droid ravages.

Desperate to rebuild their economy in the aftermath of the Sith Wars, the Duros paid only minor attention to the ecological impact of their industries as they struggled from the ashes of war. Food production plants were built to minimize air pollution, but the safeguards of those systems were barely tertiary concerns next to pumping out enough food to feed the workers who broke their backs to get ore flowing from the mines again, and getting ship parts up to the yards being rebuilt in orbit.

Thus it was an ecosystem already on the brink of total collapse that General Grievous tipped completely over the edge when he ordered massive orbital bombardments. The last of the safeguards against toxins, waste, and air pollutants disappeared in smoking ruins, leaving behind a planet impossible to live on without hazard gear. The last of the population had to be moved off of the surface into the orbiting cities, while the rest of the wildlife simply died off.

DURO'S ECONOMICS

When a people decide to ruin an entire planet for the sake of industry, they get what they pay for. In the case of the Duros, the reward is one of the most prolific and successful ship construction industries in the galaxy.

The Duro Starshipwright Shipyards, operated by the Duro Shipwrights Guild, are massive, technologically advanced, and reliable. Corellian Engineering Corporation (CEC) is a major stockholder in these yards. Here it performs great deal of work on its famous lines of freighters and other craft. Other ship design firms also contract with the Duros whenever possible.

Lately, however, the Empire subsumed much of the ship-building industrial complex for its own needs, using it to rapidly build Imperial Naval assets. Fortunately, this keeps money and resources flowing into the Duros economy, even if profit margins are considerably lower. Although the Chief Representative Officer makes something of a show of challenging the Empire's authority over one proclamation or another, officials within both the Duros High House and Imperial administration know, and to some extent accept, the status quo.

In addition to ship-building, the dockyards are also a popular destination for repairs and refits. Millions of Duros make a very good living simply by renting out a few slots on a station and opening up a repair shop. Before the increased Imperial presence, smugglers and other fringe elements often brought their craft to the system to get a bad part replaced or tweak their engines. Even with customs agents and security personnel in the system, some still risk running into the wrong folks in order to find their favorite Duros mechanic.

Though famous for ships and hyperdrives, the Duros penchant for technology goes well into other areas. In all of the twenty orbiting cities, there are firms doing business in communications, security, personal armor and weapons, entertainment, home and business electronics, and more. Mass production still primarily happens on the planet's surface, where droids run the automated factory systems. Finished products are brought up from the massive storehouses and shipped out to stores and customers throughout the galaxy.

THE VALLEY OF ROYALTY

Nearly ten millennia ago, the Republic commissioned the historian Vicendi to determine a list of "Twenty Wonders of the Galaxy." This list, crafted to celebrate the Republic's anniversary, focused on grand objects constructed by sentient beings. These objects were meant to represent the very greatest achievements in architecture, building, art, and progress.

The Valley of Royalty was one of those great wonders, though time and the hostile Duro climate have ravaged it to a shadow of its former glory.

With eyes always on the stars, the greatest rulers of the Duros never wavered in their desire to see their people leave the bonds of Duro and know the greater galaxy. The Duros built enormous and spectacular monuments to these leaders within the Valley, celebrating both the individuals and the accomplishments of the people they ruled. Each monument is a marvel of engineering and architecture, and accomplished artists and artisans festooned the monuments with bas reliefs, carvings, and other presentations that detailed the elaborate history of the entire planet.

Unfortunately, the ravages of Duro's Industrial Age, the various wars, and the overall failed environmental policies of Duro leadership in the last few millennia have taken a tragic toll on this once-great place. Nearly four thousand years ago, the permanent archaeological complex built to survey and manage the Valley had to be abandoned due to acidic pollutants in the air and in the water. The death toll of researchers reached alarming rates, shutting down almost all exploration. Any archeological expeditions that still venture into the Valley do so under severe restrictions.

Despite the dangers and restrictions, countless historians and thrill seekers still attempt to get down to the surface of Duro and into the Valley. They seek to uncover more treasures, monetary and historical, before the toxic atmosphere destroys them.

CREATURES AND CHALLENGES

The greatest threat to anyone setting foot on the surface of Duro is the atmosphere itself. The air is toxic to almost every form of life known. On top of that,

QUEEN RANA'S VAULT

There are many legends and rumors surrounding the Duros queen Rana Mas Trehalt and her life, but one of the most persistent is that of the valuable Rakata technology she kept. It is said that as a reminder of the tragedy that befell her people, Rana collected as much Rakata technology as she could find, and stored it in a special vault. Once the monarchy fell, and Ranadaast was overrun by thieves and criminals, there was a mad dash to discover the vault and loot the treasure inside. After many years of failure, however, even the most enthusiastic lost interest. Soon, the story became just a legend and few have ventured to try and discover the vault. Those that have often succumb to the inhospitable planet or the vicious fefze beetles that have infested the city. No one knows precisely what the vault contains, but there are many artifacts that have been unaccounted for since the fall of the monarchy.

acids, corrosives, and radiation in the atmosphere constantly work to break down organics while also deteriorating even hardened and specialized gear.

The atmosphere of Duro is at minimum a rating of 5 on **Table 6-8: Fire, Acid, and Corrosive Atmospheres** in the **Edge of the Empire** Core Rulebook (page 241), with some areas reaching as high as 8. Rivers, lakes, and streams will be at least one level higher than the surrounding air, while the oceans tend to run at slightly lower ratings. Because the planet's surface is restricted, there are also security droids stationed at most facilities, and some that go on regular patrols (use the Security Droid in the **Edge of the Empire** Core Rulebook, page 412).

FEFZE BEETLE [RIVAL]

The dominant—and principle remaining—life form on Duro's surface, the fefze beetle is a devolved and non-sentient subspecies of the insectoid Fefze. Originally, a large swarm of Fefze was recruited to immigrate to Duro as workers. The Duros believed the Fefze would be able to handle the poisonous atmosphere and environmental damage of the mining areas; unfortunately, the toxicity levels were beyond even the Fefze, and they mutated. As the ecosystem completely collapsed and the Duros abandoned the planet, the fefze beetles were left behind to breed unchecked and scour all organic matter from the world.



Fefze beetles are as large as a two-person landspeeder. They are predatory by nature and attack any organic beings in their sensory range rapidly and voraciously. In addition, their digestive acids (powerful enough to break down anything remotely edible) can be spit at short ranges. The only saving grace for any group unlucky enough to encounter fefze beetles is that only a handful share a hunting area at a time.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	2	1	2	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
6	15	0 | 0

Skills: Brawl 1, Perception 1, Ranged (Light) 1, Stealth 1, Vigilance 1.
Talents: None.
Abilities: Silhouette 2, Toxic Environment Dweller (can survive in almost any poisonous, acidic, toxic, irradiated, or otherwise dangerous environment).
Equipment: Legs (Brawl; Damage 5; Critical 4; Range [Engaged]; Knockdown), mandibles (Brawl; Damage 6; Critical 3; Range [Engaged]; Ensnare 4, Pierce 1), acid spit (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Burn 3, Slow-firing 4).

DUROS SHIP MECHANIC [RIVAL]

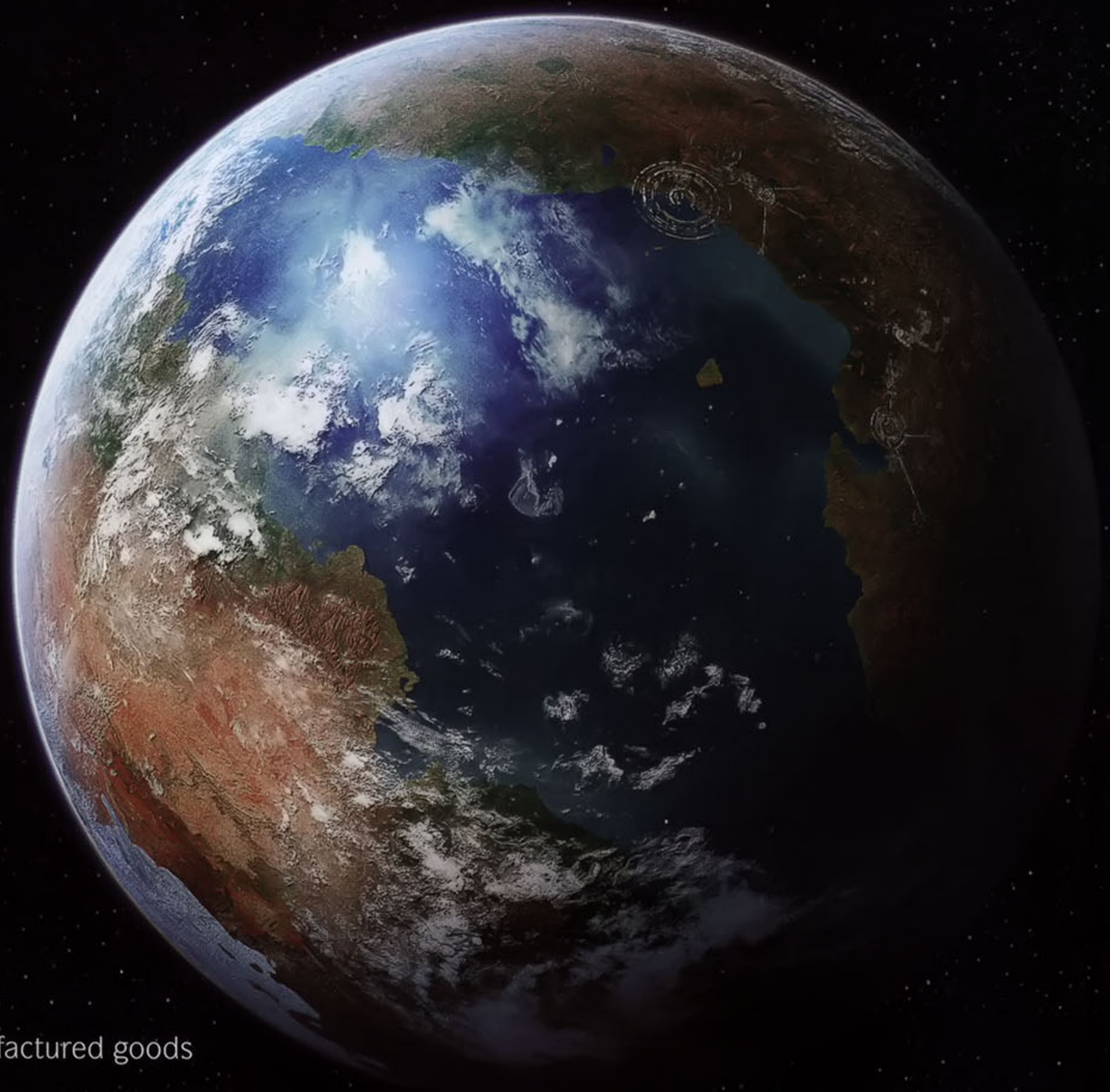
The average Duros mechanic is not likely a threat (unless the group wants to break into his shop and steal his gear), but he is definitely a good person to know. His love of everything starship-related guarantees excellent work, and he will likely do all he can as fast and as inexpensively as possible. After all, he is in direct competition with many others just like him.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	2	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
1	11	0 | 0

Skills: Astrogation 1, Computers 1, Mechanics 3, Melee 1, Perception 2, Piloting (Space 1).
Talents: Fine Tuning 2 (when reducing the amount of system strain a starship or vehicle suffers, reduce 2 additional strain), Gearhead 1 (remove ■ from Mechanics checks, and halve the credit cost to add mods to attachments).
Abilities: None.
Equipment: Oversized hydrospanner (Melee; Damage 4; Critical 4; Range [Engaged]; Add automatic ⚙ to all checks with weapon), tool kit, emergency repair patch.

NUBIA



Astronavigation Data: Nubus System, Corellian Sector (Outlier Systems), Core region

Orbital Metrics: 289 days per year/29 hours per day

Government: Democracy

Population: 2.6 billion (Human 92%, other 8%)

Language: Basic

Terrain: Plains and mountains

Major Cities: Nuba City (capital), Rordis City

Areas of Interest: Nubian Palace, Tallera Downs, Nubian Design Collective Museum of Engineering and Design

Major Exports: Starship parts, foodstuffs, ore, astromech droids

Major Imports: Low-tech manufactured goods

Trade Routes: Corellian Run

Special Conditions: A strong Imperial presence oversees all major trade, interdicting major purchases of starships or parts to unauthorized clients.

Background: Ronto racing and starship design are probably the two things that come to the minds of most galactic citizens when they think of Nubia. In many ways, they exemplify the dual emphases of the planet's population: a strong connection to its natural treasures and a powerful drive for technological advancement and galactic reach.

Terraformed to make the best use of the great aquifers beneath the surface, Nubia's original colonists crafted the planet as a pleasant world capable of supporting a wide variety of flora and fauna, and it grew into a strong source of agricultural needs for the entire Corellian Sector. Shrewd and wise governmental policies mixed with a very fortunate history of little conflict or involvement in galactic wars to provide an exceptionally attractive environment for corporate interests.

Now Nubia stands as one of the most prosperous and successful planets in the sector. The fact that it is run by corporate puppet-masters rather than the nominally elected officials doesn't seem to impact the planet's population in the slightest. They are only somewhat concerned about the increased presence of Imperial customs agents and patrols around the planet; so long as their work is allowed to continue being their own, as is their leisure time, the Nubians generally don't have many worries at all.

GRAV-BALL AND RONTO RACING

Two distinctly Nubian sports have gained prominence throughout the Core and even the rest of the galaxy—grav-ball and ronto racing. Grav-ball involves two teams of six players on a special court. Wearing hover boots that allow them to bounce several meters into the air and use the whole three dimensions of the court, the players wield repulsor batons that catch and throw a ball to each other and, ultimately, though a goal on one wall. Now the sport is wildly popular, with large sums of money spent on championship events (and large sums won and lost through extensive gambling).

Ronto racing is a passion for almost all Nubians. The sport features the large quadruped mammals native to the planet, normally used as beasts of burden (and for general riding, before the time of speeders and other machines). Ronto racing has become an elaborate sport with exacting breeding and training regimes. The most famous of all ronto tracks is the Tallera Downs, located just south of Nuba City. This is where the annual Tallera Open is held. The Tallera Open has become an event at which the truly rich and famous of all the Core Worlds endeavor to be seen.

BLESSED BY BALANCE

Impressive technological and economic development mixed with a strong sense of aesthetics and ecological balance marks Nubia as one of the most successful Core Worlds. Though massive interstellar corporations call Nubia home, the population refuses to allow industrial concerns to outstrip respect for the world and its treasures.

NUBIA'S HISTORY

Roughly 22 millennia ago, following the discovery of massive subterranean aquifers beneath the surface of both of the major landmasses, savvy and determined humans colonized Nubia. Using massive pumps and other terraforming technology, they made the planet pleasantly habitable in relatively short order, encouraging even greater colonization from other Core Worlds.

It took only a few decades to establish Nubia as a major source of agricultural strength for the sector. The freshly fertile lands yielded tremendous crops and provided exceptional grazing for all kinds of meat-providing animals. The indigenous ronto population became quite popular for export to non-urban worlds, though the skittishness of the beasts made them less attractive for most Core Worlds and their urban chaos.

Spared most of the horrors of the many wars that impacted other Corellian Sector worlds, Nubia steadily developed into both an agricultural giant and a haven for corporate interests. So long they maintained the long-cherished balance between progress and environmental preservation, corporations received generous financial rewards for establishing their headquarters on Nubia. The peace and stability of the system further attracted businesses, ensuring a powerful tax base and even more growth and prosperity.

Unfortunately, the ambitions and avarice of corporate interests had the inevitable influence on Nubia's government. A bribe here, some favors there, and eventually corruption infested every level of the democratic structure. With the peace and happiness of the population at large, however, it did not seem to matter that for all intents and purposes, corporate interests became the "shadow government" that truly ran Nubia.

In the years just prior to the rise of the Empire, the head of the gargantuan PharmCorp (a Hutt by the name of Prall) rose to the top of this secret cabal-in-charge. He is shrewd enough to remain fully behind the scenes, using human executives as the face of his corporate empire. Nonetheless, he rules with an iron fist wrapped in a velvet glove. Prall allows nothing to interfere with the many profitable enterprises he and his colleagues have underway with Nubia's government and resources at their disposal.

THE PLANET OF NUBIA

Nubia wasn't exactly a paradise when it was first discovered, but terraforming engineers with courage and imagination set out to make it one. A fairly small planet with a temperate climate over most of the surface, Nubia has two major landmasses separated by various shallow oceans.

The mineral content of the oceans is such that only truly hardy life thrives in them, and the process to convert the water to agricultural or personal use is almost prohibitively expensive. However, vast stores of clean, usable water permeate the crust of the planet in aquifers located beneath the surface. The unique nature of the mineral layers of Nubia's surface and subterranean crust filter the water generated by the ecosystem and ultimately channeled into the aquifers, providing a truly endless supply of exceptional water for the world's inhabitants.

Through extensive pumping and a huge network of irrigation channels, aqueducts, and other means, this water now reaches the whole planet, giving it life and vibrancy. The same engineers who saw to the colonization and development of Nubia also set forth development principles designed to ensure Duro's ecological disaster would never be repeated on their creation. These principles are like a religion to the population at large, maintaining Nubia's essential balance between prosperous growth and respect for the ecological treasure the original terraformers created.

SURFACE FEATURES

Most of the surface is defined by gently rolling plains, ideal for farming and herding in the wake of the irrigation projects. There are also quite a few mountain ranges, most of which are resplendent with ore and precious metal deposits. Bronzium veins are particularly common, making mining a profitable pursuit. However, with the environmental restrictions imposed by the government, truly massive operations are impossible, Most mining is done by smaller companies willing to work within the limits imposed. Thus far, even the systematic planetary corruption has not challenged this status quo. However, Imperial pressure to meet ore quotas may eventually erode these laws.

One of the techniques undertaken to ensure Nubia's ecological health was to locate larger settlements—those that would eventually grow into full-blown cities—in the drier, less hospitable areas on the planet's surface. This preserved a great deal of arable land, and although Nubia has its share of sprawling cities, they hardly impact the environment.

NUBIA'S ECONOMICS

Nubia is one of the most consistently prosperous systems in the Core Worlds. This can be attributed in great part to wise and effective management, both of resources and of business opportunities. Some critics look at the towering edifices of Coruscant and decry Nubia as "quaint" or "colonial" by comparison. However, Nubia maintains a standard of living as high, if not higher, than almost any Core World.

The natural assets of the planet, once the terraforming took full effect, had a lot to do with early growth. The extremely long growing season permitted by Nubia's climate means a lot of agricultural products can be grown, harvested, and shipped to the galaxy at large, bringing in revenue for everyone involved in that sector over the whole year. A culture of long days of labor and a strong work ethic pervades the society, leading to constant and focused productivity across all sectors.

This, in turn, provides even more incentives for interstellar business interests to locate operations on Nubia. A skilled and motivated work force means one more avenue to high profitability. Coupled with the already permissive legal environment (thanks to the direct influence of the Hutt, Prall, and his cabal of executives who actually run the government) and the stability of a planet long left outside of devastating conflicts, these factors make Nubia an enticing option for many corporations, even in light of environmental restrictions they must observe. Industrial Automaton is one of the most important and influential companies to settle on Nubia, and it also maintains its corporate headquarters there.

Alongside the corporate enterprises of the Nubians, a thriving entertainment industry enables them to play just as hard as they work. The cities are full of every kind of amusement and activity imaginable, including offerings that less permissive societies in the Core tend to frown on. Alongside theaters, cantinas, music halls, and high art functions, Nubia sports a large number of casinos, podracing tracks, swoop courses, and other opportunities for gambling and adrenaline. One of the most famous and popular resorts on Nubia is the Nubian Palace, featuring twelve casinos, numerous holovid theaters and live performance stages, a virtual reality installation, and the incredible Solar Gardens. Few know that the Palace also serves as the base of operations for Prall the Hutt, PharmCorp's CEO.

NUBIA STAR DRIVES, INCORPORATED

Of all the things Nubia might be known for, the quality and design aesthetics of Nubia Star Drives, Incorporated ranks at the top. Never aspiring to become a massive manufacturer of huge fleets, this famous corporation focuses instead on unique and specialized designs that appeal to both the emotional and professional needs of their client base.

THE SHORN STABILIZER

Nubia seems like an unlikely place to find the best neutral cantina in the sector, but any experienced Corellian knows differently. The Shorn Stabilizer may not be what most fringers expect. It is not dark or seedy, and although it offers the same libations and entertainment as other cantinas, it is not known for backroom deals or shady operations. Instead, ruffians and criminals throughout the sector consider the Shorn Stabilizer neutral ground. This is the place where people can meet to discuss their differences in a safe environment for all parties. The Ithorian owner, Aarrom, strikes an impressive figure and maintains the peace. Generally, he keeps things calm with his own even-tempered demeanor. However, he keeps four state-of-the-art security droids on staff at all times, just in case fights break out.

The company began life almost three hundred years ago as the Nubian Design Collective, a gathering of starship engineers, designers, and technologists from all over the galaxy who sought to elevate spaceworthy craft into an art form. Multiracial in makeup and philosophy, the Collective included humans, Bith, Zabrak, Sullustans, Duros, and others in its ranks.

In their earliest days, these folks concentrated on original designs for very rich clients. Eventually, their design and engineering innovations gained widespread attention, and their reputation increased by leaps and bounds. Larger firms, military acquisition officers, and government purchasing agents began offering more money than they could reasonably turn down. Reorganizing as a full-fledged corporation, Nubia Star Drives, Inc. began small levels of production lines. Though they resisted getting into massive fleet deployments, many of their parts designs, especially their sublight drives, were eventually licensed for mass production by other corporations.

While their B4 Cloudbus is synonymous with civilian air traffic on most Core worlds, and the Freefall-class bomber gained a lot of fans among Republic pilots, Nubian Star Drives is best known for their J-type designs. The J-type vessels include a collection of star yachts and transports designed for the royalty and government of the planet Naboo; indigenous spaceframes mated with Nubian systems for a distinct appearance and unparalleled performance. Though they shared design credits with the Theed Palace Space Vessel Engineering Corps, there can be no denying the elegance of the systems design is pure Nubian.

The presence of Nubia Star Drives, Inc. is one of the key factors in the decision of the Empire to employ military-supported customs operations around Nubia. The Empire simply doesn't want any potential enemies

gaining access to the high-end technological marvels this company could provide. In response, though the main offices continue to function in a business-as-usual fashion, most of the top engineering and design staff have quietly disappeared. They've gone underground in hopes of keeping their best work and talents out of the hands of a new order they simply do not trust.

CREATURES AND CHALLENGES

Nubia is a generally safe environment for the average person. The terraforming colonists didn't diversify the wild fauna extensively, so there are few wild predators dangerous to sentient life. The greatest danger from wildlife comes from the enormous strength of a wild ronto, which can be dangerous if spooked.

Anyone with less-than-savory or illegitimate reasons for visiting Nubia may also have a gamut of Imperial officials and military personnel to deal with (as per the **Edge of the Empire** Core Rulebook's Adversaries section, page 401).

SPOOKED RONTO [RIVAL]

The average ronto is easily domesticated for farm work and other means. Though not brilliant by any means, rontos are receptive to training and form strong attachments to those they deem their masters. Strong and loyal, they can be ideal creatures for rural settings, but they have a strong tendency to spook readily around machines and loud noises.

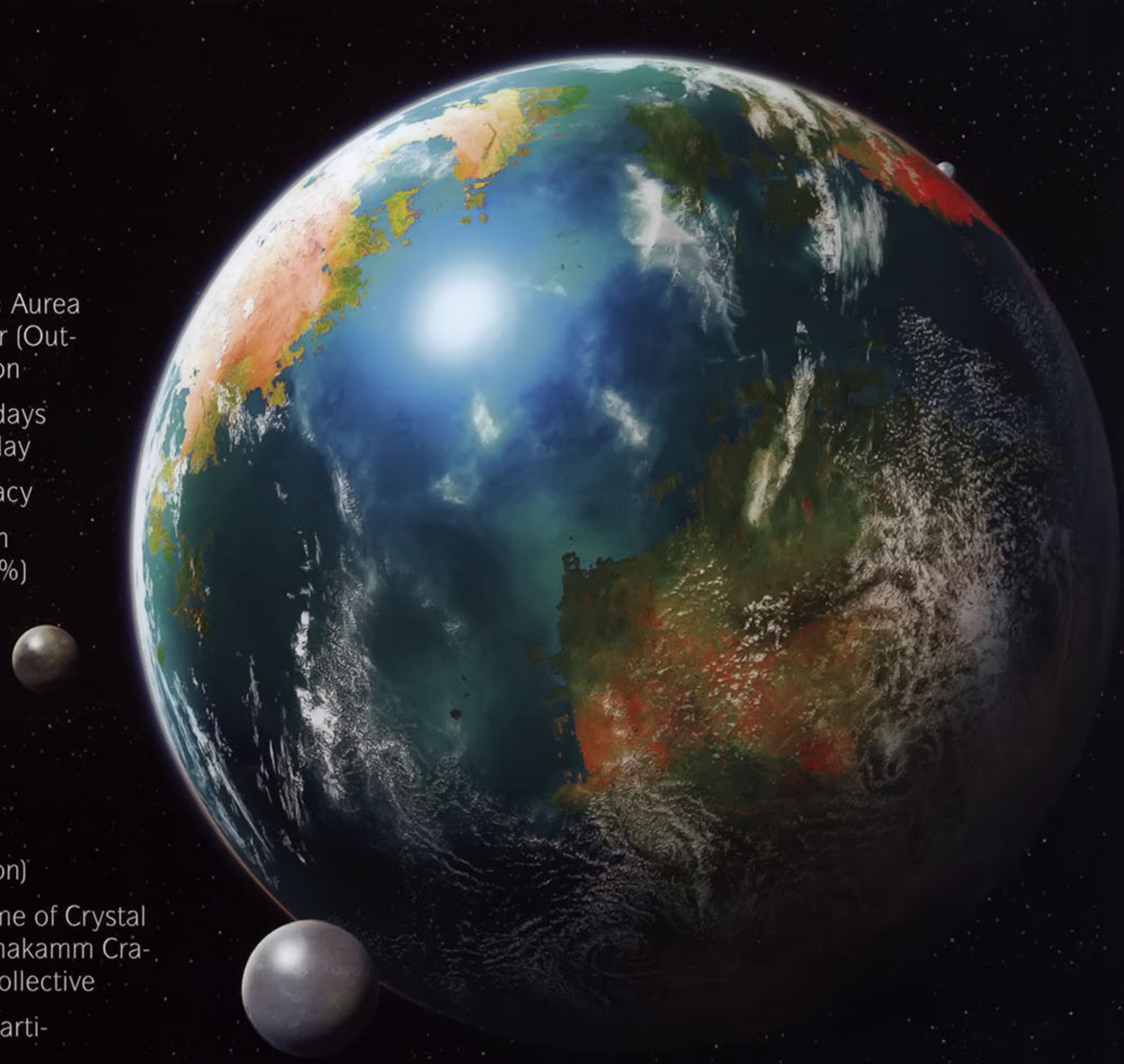
Typically, rontos are not dangerous. However, if they are being ridden by someone who intends another harm, they can be used to cause great damage. In addition, a spooked ronto will stop at nothing to get away from whatever startled it, making it very dangerous.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	3	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
7	18	0 / 0

Skills: Brawl 1, Perception 2.
Talents: None.
Abilities: Silhouette 2, Overrun (the ronto may spend to hit an additional target with a successful Brawl check, provided the additional target is engaged with the first target), Trample (if a ronto takes a maneuver to move closer to its target before attacking, it gains ☐ to its attack check and deals +2 damage).
Equipment: Legs (Brawl; Damage 12; Critical 4; Range [Engaged]; Knockdown).

AUREA



Astronavigation Data: Aurea System, Corellian Sector (Outlier Systems), Core region

Orbital Metrics: 266 days per year/20 hours per day

Government: Meritocracy

Population: 240 million (Human 62%, other 38%)

Language: Basic

Terrain: Temperate and tropical forests, desert plains, mountains, and oceans

Major Cities: Crysallia (capital), Kammas, Ifeoma (Aurea's third moon)

Areas of Interest: Dome of Crystal Fire, Eternal Furnace, Shakamm Crater, Mardri Soulworks Collective

Major Exports: Glass, artisan crafts, spices, ore

Major Imports: Foodstuffs, manufactured goods, technology (especially for water collection and purification)

Trade Routes: Corellian Trade Spine

Special Conditions: None

Background: A hidden jewel of a planet, discovered accidentally by a dilettante artist from Corellia, Aurea has become an artists' haven and a resort planet quite unlike anything else in the sector. The work of its artisans is famed throughout the Core and the Colonies, and that fame is well deserved. This is especially true of the blown glass and crystal pieces that come from the Aurean Glassworkers Guild and the Mardri Soulworks Collective, the most important creative factions of their world.

Though the first settlement, oddly enough, was on the edge of a crater in the middle of a desert, Aurea has a diverse biosphere dominated by temperate and tropical areas that are readily deemed paradise by many sentient beings. This includes thousands of kilometers of golden coastal beaches along deep, blue oceans, as well as lush jungles and temperate forests.

Yet it is the interior desert regions where civilization began for Aurea, and the area remains important both culturally and economically. Tourists come not only for the tropical resorts, but for a chance to see the huge arcology that is the Mardri Soulworks Collective, located right on the rim of the great Shakamm Crater. They travel thousands of kilometers away, as well, to see the amazing Dome of Crystal Fire and the Eternal Furnace, both used and managed by the Aurean Glassworkers Guild for the most precious glass crafts in the Core.

SMUGGLING AND ART DEALING

Aurea's economic focus on high-value art pieces inevitably means an underground trade in illicit art deals and high-end art theft exists on the planet as well. This darker side of Aurea's artistic culture exists primarily on Ifeoma, but does stretch down onto the planet. Aurean artists and art dealers tend to protect their works with state-of-the-art security systems and art theft is a capital offense in planetary law. Of course, this just means only the best thieves prosper on Aurea. Those with skill can make millions of credits with one ambitious heist.

Smuggling is the second half of this shadow trade. Thieves need skilled and discreet smugglers to move their ill-gotten goods off-world, and said smugglers need fast ships to evade Aurean law enforcement. Fortunately for them, fast ships are a specialty of the Corellian Sector.

EXALTED BY BEAUTY

Aurea is one of the treasures of the Corellian Sector. Corellians believe their Aurean neighbors (the planet is a mere half-hour jump away from Corellia) are the greatest glass-working artisans in all the galaxy, and anyone would be hard pressed to prove them wrong. For their own part, Aureans are satisfied to know they put their very souls into their work, and let the results speak for themselves.

AUREA'S HISTORY

Legends hold that Aurea was once completely covered in lush, green life, with every land mass a carpet of tropical jungle. Archaeological and geographical evidence suggests this was true, before the dramatic meteor strike that created the gargantuan Shakamm Crater. The powerful impact changed the planet forever, adding tremendous variety to the terrain and ecosystem.

Aurea remained wild and untouched for ages. Finally, several millennia ago, a passenger liner made an emergency landing near the Shakamm Crater. While the crew waited for rescue, the passengers were allowed to wander the nearby area. One, the aspiring artist Coovo Mardri, made his way down the side of the crater to get a closer look at something that caught his eye.

There, glittering in the warm Aurean sun, Coovo discovered a multitude of crystals of different shapes, sizes, and colors, all burning with an internal light that cast dazzling displays. Excitedly he began roaming the crater, uncovering even more dazzling varieties of the crystals. Ship personnel hurriedly tested the crystals and, to their relief, reported no dangerous levels of radiation or toxicity. Coovo might not have cared either way; he was in a fugue, his artist's heart ablaze with inspiration.

When the rescue ship arrived, Coovo refused to leave. He begged enough gear and rations to last until his family could send along additional supplies. Being wealthy and accustomed to their son's whims, his family did so, even sending along a small staff to support him during his "spell."

Coovo Mardri never left the surface of Aurea. He quickly discovered the crystals had been forged from the desert sands in the searing heat of the pre-historic asteroid impact. Such was the mineral composition of the sands that they could be forged into gorgeous—and incredibly hard—crystalline glass. His home became a grand workshop for art based on the crystals he found, as well as crystalline glass he began to forge from the crater's sands. Other artists and dreamers began to gather at the site; some came to see the wonders Coovo created, while others chose to take up residence and begin their own artistic endeavors. This gathering came to be called the Mardri Soulworks Collective, for Coovo believed each work of art carried a piece of the creator's soul. Eventually a settlement arose around them and a steady trade of art and glassworks began to flow from Aurea to collectors and museums throughout the Core and Colonies.

With the discovery of this gorgeous planet and its near-paradisiacal lands scattered across the globe, the population of Aurea continued to grow. The settlers established their capital on one of the coasts, not too far from where Coovo founded his art colony. Called Crysallia, the city was as much a massive art project as a settlement. With the founding of Crysallia, the settlers decided that the greatest artists on Aurea would serve as the planet's leaders, forever ensuring the importance of art and beauty for their chosen world.

While a support culture did develop, primarily in small agricultural, fishing, and mining operations, the key to Aurea's place in the galaxy remained in the hands of the artists and artisans who followed in Coovo's footsteps.

THE PLANET OF AUREA

Aurea is a diverse planet, with mid-sized landmasses of differing makeups surrounded by large, deep blue oceans. Most continents have a tropical climate, with some being more temperate. Vast deserts of shifting sand dunes dominate others, such as the largest northern continent with Shakamm Crater and Crysallia, though these tend to have tropical coastlines. Another, smaller, northern continent holds the famous Carmine Peaks of Aurea; Aurea's few mining operations tend to be here. The planet's close star means a warm, humid climate in most regions, with small polar icecaps.

However, no matter the biome or geology, all of Aurea can be described by one word; vibrant. The shallow seas shimmer with brilliant turquoise, while the ocean depths appear a rich, majestic blue. The desert sands reflect the sun's light in a rippling golden hue; the tropical forests cover vast swaths of land in a million shades of lush green. Whatever the quirks of Aurea's climate and geology, the planet appears an iridescent jewel from space, and just as beautiful on the ground.

The Shakamm Crater remains one of the planet's most important locations. It measures over 10 kilometers across. The Mardri arcology perches on the northwest lip of the crater. Extremely limited mining operations extract the burning crystals for use by the artisans of the Soulworks Collective and those they have approved for special projects. Though these crystals were forged with the same sands that now prove such a staple in Aurean art and culture, the unique nature of their forging (in the fury of a titanic meteor impact) means no one has been able to duplicate them.

In the Torragan Mountains, over two thousand kilometers away to the southeast, two other fantastic discoveries further enhanced the nearly mythical reputation of Aurea. One is the Dome of Crystal Fire, a gargantuan cave deep below the mountains. The same burning crystals cover the walls, creating a dazzling display of constantly shifting colored lights. It is believed that the overall colors and patterns change based on the spirits of those within the cave. The leaders of the Soulworks Collective declared the Dome a protected space: limiting access with trained guides and armed guards to protect the entire chamber.

The other treasure of the Torragan Mountains is the Eternal Furnace, a giant lava pool used by the Aurean Glassworker's Guild for their most audacious and important projects. Apprentices to the guild spend many years just developing the tolerances necessary to work in the presence of such fiery heat, and the most incredible works of glass known in the galaxy come from the artisans who work with the Furnace. Geologists speculate that the Dome of Crystal Fire may have formed out of similar tectonic activity, with molten magma forging the mountains' minerals the same way the meteor impact did in Shakamm Crater. Given that the mountains are tectonically active, this may mean other natural treasures still lie in their roots, waiting to be discovered.

AUREA'S MOONS

Three moons orbit Aurea. Two are lifeless rocks, but the third, Ifeoma, is tidally locked and has a cool, humid, and perpetually cloud-covered environment.

From space Aurea seems a great, gorgeous jewel, and Ifeoma a pearl floating serenely beside it. Less serene are the people of the moon: Aureans uninterested in an artistically oriented and philosophical life on the planet gather here. The main city of the moon, also named Ifeoma, is something of a haven for wanderers, ne'er-do-wells, and those down on their luck.

HEIST OF THE CENTURY

Currently, Aurea's abuzz with the news that the notorious art thief Bryn Shale has publicly promised to steal famous artist Kasa Xanter's priceless sculpture, the Dawn of Light. Housed in the supposedly impenetrable Vorheim Gallery, the sculpture is protected by the best security money can purchase. That hasn't stopped Shale from her boasts, however, and rumor has it she's looking for a competent crew of rogues to help her pull off the job. It's no secret Aurea's law enforcement is also offering a hefty reward for bringing in the thief, "alive or identifiable."

AUREA'S ECONOMICS

Aurea's economic well-being rests on its export of arts and artisan crafts. However, the growing tourism trade has taken a larger role in planetary economics, as more of the galaxy's citizens learn of the magic and wonder of this strange planet (and take advantage of its magnificent resorts). Fully one-third of the population of Aurea works as part of the tourist industry: accommodations, restaurants, tours, souvenirs, and travel.

The Soulworks Collective Advisory Council takes steps to limit the impact off-worlders have on the various important sites, yet they understand Aurea's population needs tourism's revenues. This proves a delicate and often difficult balance to maintain, and there have been more than a few heated debates within the Council about what limits should be placed on tourism.

In addition to tourism and extensive art sales, a moderately healthy trade in ghonna spice (a tropical seed used in cooking) is a growing part of the economy. Aurea's Carmine Peaks also contain useful metals, including bronzium. Well aware of the lessons of Duro, the Advisory Council heavily restricts mining. They only allow small, local operations, and monitor their environmental impact very carefully. This is especially important in the Carmine Peaks—these sandstone mountains possess a range of brilliant red hues and are yet another treasure the Advisory Council is loath to despoil.

However, trade in Aurean crafts remains the core of the planet's economy, and the

Advisory Council has a staff of highly trained and trusted brokers who manage the sales and transport of all art commissioned and sold. One of the more unique aspects of this trade is the guarantee provided for any artwork created by the Masters of the Aurean Glassworkers Guild. If any work of art created by a Master is broken, the Master will re-craft the broken piece into artwork even more exquisite than the original.

THE MARDRI SOULWORKS COLLECTIVE

The legacy of Coovo Mardri resonates across Aurea, and nowhere more so than within the ranks of the auspicious Soulworks Collective. Built on the site of Coovo's home next to Shakamm Crater, the arcology is home to over ten thousand artists, craftsmen, poets, and musicians. All of them seek the inspiration Coovo found on Aurea, whether it is through the materials the planet provides, its history of creation, or simply collaboration with like-minded people.

The Soulworks Collective Advisory Council became the de facto government for the planet early in its development. Eventually an overwhelming majority of the planetary population established the Advisory Council as the official government via planetary referendum. Though the Council spends a great deal of time in Crysallia, its spiritual home will always be the Mardri arcology.

The arcology housing the Soulworks Collective is a self-sustaining community. Hydroponic gardens and water-reclamation technology help create an environment that can last without outside support for at least a decade. However, the Advisory Council tries to avoid cutting themselves off from the rest of Aurea. Towards this, a strong alliance exists between the Collective and the Aurean Glassworker's Guild (a wider guild of artists across Aurea), and the two groups work closely together.

There is an oft-told legend that the famous Healing Crystals of Fire of the Jedi Temple originally came from Aurea. Tales insist that some burning crystals are connected to the Force, and the Soulworks Collective secretly handed them over to the Jedi Council. The Advisory Council denounces this as just so much romantic nonsense, of course.

CREATURES AND CHALLENGES

Aurea has a very vital and diverse array of flora and fauna, but most of its natural predator population tends to leave sentient beings alone. The most dangerous places to journey are Aurea's deserts. Traveling the desert without a knowledgeable guide can be challenging. Not only must one account for the extreme heat during the day and shocking cold at night, but the deserts are also home to one of Aurea's few dangerous predators.

If a group spends a great deal of time out in the desert without the proper gear or appropriate abilities, the GM can impose penalties for the harsh climate. Typically this can take the form of ■ added to all checks, with one additional ■ imposed per day spent consecutively in the desert without proper gear.

AUREAN VULTURE [RIVAL]

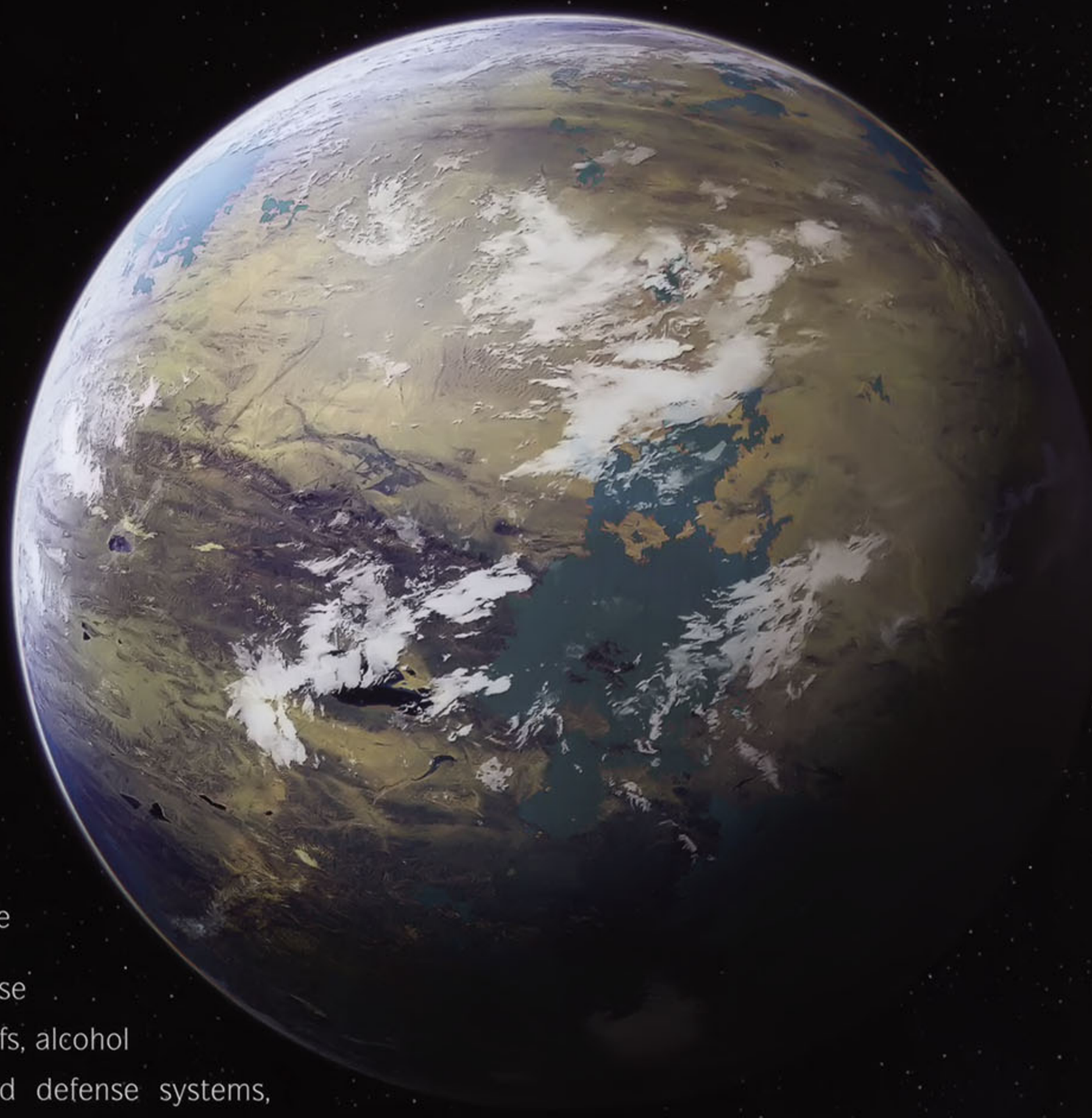
With a wingspan of more than four meters, an Aurean vulture won't hesitate to swoop down on a humanoid for a chance at a solid meal. The creature has excellent long-range eyesight, enabling it to find prey while it drifts on warm updrafts over the planet's desert lands. Flocks follow their prey for days. Then, at the height of the day, they dive in from the angle of the sun, hoping to blind their targets long enough to slay them.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	1	2	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	12	0 | 0

Skills: Brawl 1, Perception 2.
Talents: None.
Abilities: Dive Attack (the first attack made during an encounter gains +2 damage and ■), Flyer (see page 202 of the **Edge of the Empire** Core Rulebook).
Equipment: Beak and talons (Brawl; Damage 4; Critical 3; Range [Engaged]; Vicious 2).

SACORRIA



Astronavigation Data: Sacorrian System, Corellian Sector (Outlier Systems), Core region

Orbital Metrics: 343 days per year/23 hours per day

Government: Dictatorship

Population: 600 million (Human 40%, Selonian 30%, Drall 30%)

Language: Basic, Dralish, Selonian

Terrain: Forests, plains, mountains, small seas

Major Cities: Dorthus Tal City (Capital), Saccorata

Areas of Interest: Cobble Stone Square, Dorthus Tal Prison, Sarcophagus Moon, Watchtower Base

Major Exports: Wood, foodstuffs, alcohol

Major Imports: Weapons and defense systems, electronics, luxury goods

Trade Routes: Corellian Trade Spine

Special Conditions: Sacorria is highly insular, with very strict laws governing the influence of non-natives. Visitors are safest keeping their travels to the areas closest to the starport of Dorthus Tal City.

Background: Forged from a bloody and violent history, the civilization of Sacorria is now one of peace and order. The entire planet is given over to the production of food and other agricultural needs in vast quantities. Sacorria exports enough food to supply the needs of the rest of the Corellian Sector, as well as ample amounts for exportation to the rest of the Core. This is the heart and soul of the planet and its people, as determined by the all-powerful Triad that rules them.

Sacorria is not a place for outsiders, and the planet's authorities go quite out of their way to make that known to visitors. The people are insular and highly conservative, preferring very much to be left out of galactic affairs and the business of offworlders. They are brought up from birth to believe their safety and prosperity relies solely on their commitment to their community and their work. Frankly, this makes Sacorria a fairly dull place for anyone not born there.

However, visitors may find Sacorria dangerous to visit, in addition to being unpleasant. The mysterious Triad jealously guards both its secrets and the essential balance of the society it rules over. Outside influences are considered generally disruptive at best, and devastating to the Sacorrian way of life at worst. Even the most minor infractions by anyone not from the planet, if committed outside of the Trade Zone of Dorthus Tal (the capital city), can result in very severe consequences.

INTERRING THE DEAD

Sacorria is orbited by one moon, Sarcophagus. The early Triad established the practice of burying Sacorria's dead on Sarcophagus. Though much has been made of the practice in spiritual terms, such as the elevation of the honored dead into the heavens, the real reason is far more pragmatic. Not wishing to lose profitable hectares for the interment of the dead, the Sacorrian Triad determined that the less-productive lands of the moon would serve better. Despite this fairly cynical origin to the practice, the population at large is encouraged to treat the whole process with great reverence. There is even a law prohibiting the use of telescopes to observe the moon, declaring that doing so is disrespectful of the deceased.

CONSTRAINED BY LAW

Sacorria is one of the "breadbaskets" of the Corellian Sector, capable of providing ample food for the populations of many planets at once. From a violent, bloody beginning, Sacorria has been forged into a peaceful, law-abiding planet with a population that values productivity and prosperity over just about everything else. A firm, authoritarian hand in the guise of a trio of mysterious, powerful individuals ensures that the food grows and the peace is maintained.

SACORRIA'S HISTORY

Full of enormous agricultural potential, Sacorria was one of the first planets of the Outlier Systems colonized by the Five Brothers. As was the case with so many early colonizing efforts, however, much of the population exported to Sacorria consisted of paroled criminals, ne'er-do-wells, and other undesirables. Thus, the earliest days of Sacorria were marred by chaos, crime, and disaster.

With little support from Corellia and the other home systems, Sacorria quickly fell into chaos. Tensions between the three main species—humans, Drall, and Selonians—resulted in frequent bloodshed and threatened to plunge the young civilization into civil war. Criminal organizations sprang up like weeds across the planet, bringing in illegal contraband from all over the galaxy. The administrators appointed by the Corellian Diktat grew desperate, fearing they would have to call in military forces from Corellia.

THE TRIAD EMERGES

On the brink of this disaster, a group of three individuals (a human, a Drall, and a Selonian) approached the colonial administration with a proposal. This group asked for three months to organize a movement that would bring peace and order to the colony. With nothing really left to lose, the administrators agreed, as they retreated behind their defenses and waited.

Through negotiation, politics, disreputable deals with criminal factions, outright coercion, and even murder, these three delivered on their promise in just over two months. They brought Sacorria under control, with the majority of the criminal groups expelled and the major leaders of the single-species factions eliminated. The Triad, as they came to be called, returned to the colonial administrators at the head of an impressive force. Within a week, they sent the Corellian officials packing and the Sacorrian Triad established itself as the sole authority of the planet.

By the time an expeditionary force sent on the behalf of the entire Corellian System arrived to re-establish control of the colony, the Triad had established planet-wide agricultural production. Vast stores of foodstuffs, raw lumber, and even various alcoholic beverages awaited the representatives of the parent planets. Presented with a fait accompli, the expeditionary force's leaders agreed to negotiate rather than attempt armed conflict.

The earliest iterations of the Triad enforced order with an iron hand, though the people of the planet enjoyed peace and prosperity so long as they lived according to the draconian laws. The Triad's rule seems uncomfortable or even repressive to most Core worlders. However, Sacorria's unending productivity continues to supply the entire sector with ample food and other needs, so no other governments interfere.

THE PLANET OF SACORRIA

Sacorria's orbit, size, and other factors make it a beautiful and hospitable planet, ideal for agricultural development over most of the surface. A few small seas dot the planet, and there are some impressive mountain ranges, but arable land covers the majority of the world.

Dorthus Tal, the capital, is built on an island in the middle of one of Sacorria's shallow seas. This is the main starport and trade hub for the planet, and one of the few places non-Sacorrians may visit without extensive regulation. Gaining the necessary permission to travel Sacorria beyond the Trade Zone of the capital is extraordinarily difficult, and violating the travel ban is a severe crime. To enforce this and other laws, Watchtower Base, a huge edifice housing an entire regiment of security police, overlooks the entire capital. It oversees batteries of surveillance cameras, drones, listening devices, and police patrols that blanket the island.

One of the more popular attractions in Dorthus Tal is Cobble Stone Square. Located on the south edge of the Trade Zone, it is a tourist attraction portraying an idealized version of early life on Sacorria. Trained artisans and re-enactors work and live in the Square, interacting with visitors as they show ancient techniques for working metals, making clothes, and preparing foods. Of course, no one speaks of the very violent early history of Sacorria, and any re-enactor caught discussing such matters finds himself jailed for sedition.

On the opposite end of the spectrum is Dorthus Tal Prison. Interestingly, this huge and imposing structure is also something of a tourist attraction, though visitors are never allowed inside. Tour guides always emphasize the reputation that the prison is completely escape-proof, a claim that remains undisputed



thus far. Powered by geothermal energy from a nearby volcano, Dorthus Tal Prison is immune to power failures, and repeated inspections and interrogations by the Triad ensure virtually no corruption occurs in the ranks of the guards and officials.

THE SACORRIAN TRIAD

The Sacorrian Triad defines Sacorria's history, from its bloody and nearly catastrophic past to its currently peaceful and prosperous status. Exerting absolute authority across the world, the Triad manages the security and economy of the planet and its citizens in almost all facets of life.

The very first Triad certainly saved the planet from a military campaign of bloody suppression and reprisals, though the tactics it used were questionable. After seizing power, the Triad maintained autocratic rule through both force and manipulation.

Eventually, as each original member of the Triad died off, the leadership of their respective factions chose another representative, a process that continues today. Each species of Sacorria has a cabal of powerful family and business leaders—mostly unknown to the planet at large—who select new members of the Triad. A great deal of politicking, backstabbing, and negotiating goes on constantly among Sacorria's elite as the rich and powerful maneuver to be the next leader for their people.

One tradition that developed over time was the secretiveness of the Triad. The identity of each member is utterly unknown to the general public. Even the cabals who elect new members only know the identity of the member they chose; once someone becomes part of the Triad, they swear to promise to maintain the secrecy of the membership. No doubt the practice is valued as a defense against assassination.

Though the Triad can be credited for creating prosperity and peace for Sacorria, the traditional strictness of its laws serves a very conservative agenda and engenders a very isolationist mentality among the population. In addition, certain laws reinforce the antiquated cultural gender biases of each species; Selonian males are not allowed to pursue relationships outside of their den without their queen's permission, Drall males may not marry without their Duchess' permission, and human females cannot marry without their father's permission. Another law prevents all Sacorrians from marrying or adopting offworlders, further reinforcing isolationism.

SACORRIA'S ECONOMICS

More than simply a world with a strong focus on agricultural development, Sacorria was planned as an agriworld from the very beginning. When the Triad ousted the Corellian-appointed administration, it had no intention of shirking this plan. Instead, it embraced the plan and even accelerated agricultural development. Their basically insurrectionist government avoided all-out war with Corellia because they proved themselves so valuable.

The source of agricultural success lay in the benignly-named Sacorrian Meritorious Incentive Program. Simply put, every agricultural (and logging) operation on the planet falls directly under the SMIP, with inspectors and auditors sent on a quarterly basis to evaluate performance and production. So long as goals set by the Triad are met, the operation remains in private hands.

If, however, an operation fails to meet its goals, it is placed on probation for a quarter. Failure to meet goals for a second quarter results in the business being immediately nationalized; SMIP removes the owners and managers from their positions (and usually relegates them to work as indentured servants in

their own fields). The entire workforce receives strict performance reviews. Those who fail them share the same fate as their former bosses.

The only industry not under SMIP's jurisdiction is the burgeoning alcohol business. A great deal of research and development is still underway as growers, brewers, and chemists continue experimenting to determine all of the possible beverages Sacorria's unique grains and produce can be distilled into. Sacorrian whiskey—a sweet, potent liquor that mellows and grows more potent with aging—is already growing in popularity throughout the Sector and beyond.

CREATURES AND CHALLENGES

Even with modern weaponry and defenses, some predators in the Sacorrian wilds can still prove deadly to the unwary. Wanderers may well fall prey to dangers such as the Sacorrian grey bear or the korrak. Care should be taken, especially in the deep woods where logging hasn't driven away most of the wildlife.

In addition, anyone not native to the planet runs the very real risk of being tracked down and arrested by Sacorrian security authorities. Armed strangers find that Sacorrian security tends to take a "shoot first, never mind the questions" attitude.

SACORRIAN GREY BEAR [RIVAL]

The grey bear of Sacorria stands anywhere from two-and-a-half to three meters tall. With extremely long arms, blade-sharp claws, and a voracious appetite for anything it can get into its omnivorous jaws, the safest way to deal with one is avoidance or heavy firepower.



Skills: Brawl 1, Perception 1, Survival 3.
Talents: None.
Abilities: Long arms (the grey bear's arms are surprisingly long and nimble, removing ■ imposed on its combat checks due to an opponent's defense).
Equipment: Vicious claws and teeth (Brawl; Damage 8; Critical 4; Range [Engaged]).

KORRAK [RIVAL]

Korraks are long, sinuous reptiles resembling a large serpent with pebbly scales and stubby legs. With eight short, powerful legs, korraks are incredibly fast and agile, and their clawed feet enable them to climb trees almost as fast as they can run. When a korrak attacks a target, it tries to wrap its long body around its prey, crushing it. The korrak's bite also contains a potent neurotoxin.



Skills: Brawl 2, Perception 1, Survival 1.
Talents: None.
Abilities: Paralyzing Neurotoxin (If the korrak hits its target with a bite attack, the target must immediately make a **Hard (◆ ◆ ◆) Resilience check**. Failure means the target is immobilized for 1 round, plus 1 round per ⚙ generated. ▽ on a successful or failed check means the target is staggered for one round), Crushing Body (any victim affected by the korrak's Ensnare quality suffers 2 strain and 1 wound ignoring soak at the beginning of their turn).
Equipment: Sinuous body (Brawl; Damage 5; Critical 4; Range [Engaged]; Ensnare 2, Knockdown), bite (Brawl, Damage 6; Critical 3; Range [Engaged]; this attack may only target victims affected by the korrak's Ensnare quality).

SECURITY ENFORCER [MINION]

Sacorrian Security Police tend to be Selonian or human due to their physical advantages. Drall tend to work as investigators or surveillance operatives, instead.



Skills (group only): Melee, Perception, Ranged (Heavy).
Talents: None.
Abilities: None.
Equipment: Blaster carbine (Ranged (Heavy); Damage 9; Critical 3; Range [Medium]; Stun Setting) shock truncheon (Melee; Damage 5; Critical 4; Range [Engaged]; Stun 3) uniform (+1 soak).

SECURITY INVESTIGATOR [RIVAL]

A large number of Security Investigators tend to be Drall; their high intelligence and logical prowess mean they thrive in the position.



Skills: Coercion 2, Deception 2, Discipline 2, Perception 2.
Talents: None.
Abilities: None.
Equipment: Disruptor pistol (Ranged (Light); Damage 10; Critical 2; Range [Short]; Vicious 4), uniform (+1 soak).

CORFAI



Astronavigation Data: Corfai System, Corellian Sector, Core region

Orbital Metrics: 337 days per year/28 hours per day

Government: Democratic republic

Population: 2.1 billion (Human 79%, other 21%)

Language: Basic

Terrain: Taiga, mountains, glacial plains

Major Cities: Winterdome, Yorri, Knowles, Farrendal

Areas of Interest: Mount Lorrist, Olvergast Glacier, Winterdome Museum, Salvarrn Nature Reserve

Major Exports: Lumber, manufactured goods, personal electronics, furniture, glacial ice

Major Imports: Foodstuffs, high-end technology, luxury goods

Trade Routes: Corellian Run, Corellian Trade Spine

Special Conditions: None

Background: Corfai represents one of the oldest human civilizations in the Corellian Sector, a fact in which its oldest families take exceptional pride. One of the first planets to be colonized by sleeper ships sent out from Coruscant in the pre-hyperdrive days, Corfai considers its ties to that homeworld to be important and enduring.

Despite that general fondness for their origins, the Corfinians are resolutely independent and hardy people. Their world is a cold one, prone to very long winters. Covered in evergreen forests, grand mountain ranges, huge oceans, and massive glacial lands in the northern and southern polar regions, Corfai demands a kind of toughness not found on most human-colonized planets. The rugged survivalist nature of the people goes back to their earliest days, when it took everything they had each day to get their first habitat, Winterdome, built, and to survive for another night.

Of course, after so many millennia, Corfai is an urbanized and settled planet now, with all the comforts of a post-hyperdrive society. Most Corfinians hunt for sport, rather than out of necessity, and it takes a certain amount of effort or calamitous circumstances for anyone to die of exposure these days. Nonetheless, the attitude remains, and it is prevalent in all aspects of Corfai culture.

Corfai's cities tend to echo their population's rugged origins and survivalist instincts. Most cities tend to be fairly small, and are built around and into natural geographic features such as fjords or mountains. Many buildings are built into cliffs or hillsides, and some are even still constructed out of wood.

CORE FOUNDER CONTENTION

Interestingly, Corfai was not invited to the original Galactic Constitution Conference, and it is not listed as one of the Core Founder worlds for the Republic. There are many legends surrounding this; most historians believe the Coruscanti simply assumed that, as a colonial world established by Coruscant, Corfai did not require separate representation. Corfinian historians, however, maintain that it was a snub of the highest order, one that nearly brought about a war between Corfai and Coruscant. In their version of the story, Corfai sent representatives to the conference, but those representatives never arrived. By the time a new delegation could be organized, the conference was over and the Constitution signed. Whether there ever was a delegation, or whether it went missing or was somehow sabotaged remains a matter of great debate in certain scholastic circles. The average Corfinian, however, couldn't care less.

DEFINED BY TRADITION

A cold world populated by hardy people with a tradition of rugged survivalism, Corfai has one of the oldest human civilizations in the Core.

Similar to Nubia, the people of Corfai maintain a great respect for their environment. Their cities are built in harmony with their surroundings, and the architecture and design maintain a certain rustic and natural sensibility that blends buildings with mountains, rivers, and trees wherever possible. The Salvarrn Nature Reserve is one of the largest natural reservations in the Core, dedicated to ensuring the continued healthy survival of a vast majority of Corfai's native species of flora and fauna. The more mountainous regions, especially those far away from the planet's equator, are liberally dotted with grand resorts dedicated to snow sports and related activities year-round. Enthusiasts consider skiing Mount Lorrist, the highest mountain on Corfai, one of the great "danger sports" of the Core worlds.

Corfai became a major trading partner with Coruscant and other Core worlds fairly early in the Pre-Republic Era, ensuring its economic and, ultimately, political importance in the centuries to come. As a center of trade in its region of space, Corfai served as home for many shipping companies, cargo brokerage firms, starship repair companies, and related businesses. Of course, the massive forests, full of strong trees that provide exceptionally high-quality wood, meant that Corfai was destined to become a lumber giant in galactic trade. Corfinians also have a well-deserved reputation as some of the galaxy's finest wood furniture makers, and furniture from Corfai fetches a very good price on most Core Worlds.

One of the more interesting things that Corfai exports is glacial ice. Used for massive construction projects, getting water to planets in desperate need, or for even more esoteric purposes, specialists carve gargantuan chunks of ice from the polar regions. These chunks are then launched via repulsorlifts into orbit, where special tugs prepare to drag them through space to their destinations. The Olvergast Glacier in the southern hemisphere, however, remains untouched by government decree. Olvergast holds the distinction of being one of the single largest glaciers in the Core.

HEL'S OUTFITTING

A world with a particular focus on outdoor sports and activities has plenty of sporting goods shops, but Hel's Outfitting stands out from the rest. Located in the Icecrest neighborhood of Winterdome, the shop appears a minor enterprise on a winding side-street. However, Viktor Hel is far more than a simple shopkeeper. A semi-retired bounty hunter and a crack shot, the gruff human still takes on the occasional job. Although he puts on an abrasive front, Hel is actually a personable individual who has been known to help young fringers just starting their career. If one is willing to get to know him, Hel can give valuable pointers on the finer points of bounty hunting, referrals to illegal weapons dealers, and even advice on the best blaster for a particular individual.



FROZ



Astronavigation Data: Froz System, Corellian Sector (Outlier systems), Core region

Orbital Metrics: 187 days per year/30 hours per day

Government: N/A (Formerly representative republic)

Population: N/A (formerly 1.3 billion, Frozian 89%, other 11%)

Language: Frozian

Terrain: Barren wastes (formerly plains, forests)

Major Cities: N/A (formerly Astromandicar [capital], Juleenasov, Halavortigas)

Areas of Interest: N/A (formerly Fendwellifar Forest, Undescanatain Falls)

Major Exports: N/A (formerly foodstuffs [especially produce], leather crafts)

Major Imports: N/A (formerly technology, manufactured goods)

Trade Routes: Corellian Run

Special Conditions: The planet is in utter ruins from thorough planetary bombardment. There is nothing left standing, and the sky is thick with smoke, ash, and soot. It is difficult to spend any time on the planet without breathing assistance, and some of the ruins are highly radioactive or toxic.

Background: Froz was once a lush, pristine low-gravity planet covered in golden plains and emerald green forests. Its native sentient species, the Frozians, evolved from plains-running, vegetarian mammals. They were peaceful, introspective, and giving, though they tended to assume the worst about situations and constantly expect disaster at every turn. This trait probably came from their role as prey instead of predator on their planet.

Frozians are a thin and lanky bipedal mammalian species with multi-jointed arms and legs. Even when they developed a unified planetary civilization, Frozians shied away from large metropolitan centers. They preferred small communities built amongst the sweeping grasslands that dominated most of the continental interiors. Frozian science focused on the fields of agriculture and biology, with plant breeding programs a particular specialty. Heavy industry was notably lacking on Froz, with local needs being served by local craftsman conglomerates. Other items, such as starships or industrial machinery, were imported from Corellia or Duro.

Sadly, this lack of indigenous industry (and the draconian cost of importing such items) meant Froz possessed only a rudimentary defensive network. Dargon's fleet swept Froz's defenses aside in a matter of hours.

BURNED TREASURES

Few realize that Froz's shattered surface still harbors some wealth. Although the Frozians were not a wealthy people, their government did possess a planetary treasury with currency and precious metal reserves. Some intrepid (or simply mercenary) individuals have already braved the burned-out surface to search for some treasures that might have survived the ferocious bombardment.

However, the most valuable treasures may not be gems or currency. Some of Froz's scattered network of botanical hothouses and research labs may have escaped destruction. If someone could find an undamaged lab, they could recover the genetic information on thousands of Froz's now-extinct species. They may even be able to recover the plant required by Frozians to breed—and save a sentient species doomed to slow extinction.

DOOMED BY HONOR

The tale of the planet of Froz is one of terrible tragedy. The Frozians were a kind and decent people, dedicated to helping others, and they were destroyed in an act of genocide when their planet was bombed into oblivion. Some take it as a cautionary tale. Others see it as a call to action.

DEVELOPMENT AND DESTRUCTION

After a visit from an advanced alien species (quite possibly Duros, though the records are unclear) at some point in the ancient past, the Frozians eventually developed into a space-going culture. As the Corellian Sector developed, the Frozians happily joined the growing galactic community around them. Unfortunately, the Corellians tended to treat them (like many other non-human species in the sector) as a kind of "client race," requiring Corellian management of their affairs in the greater scheme of things. Possessing no real aggressive tendencies, Frozians tended to simply shoulder this treatment with pessimistic acceptance.

As they discovered other cultures and opportunities, many Frozians took to the stars and sought roles among new civilizations. Excellent civil servants with a reputation for irrefutable integrity (a typical Frozian would rather die than break a promise, even if the person on the other side of the equation has already broken faith), Frozians were widely accepted in many bureaucratic, managerial, and related roles.

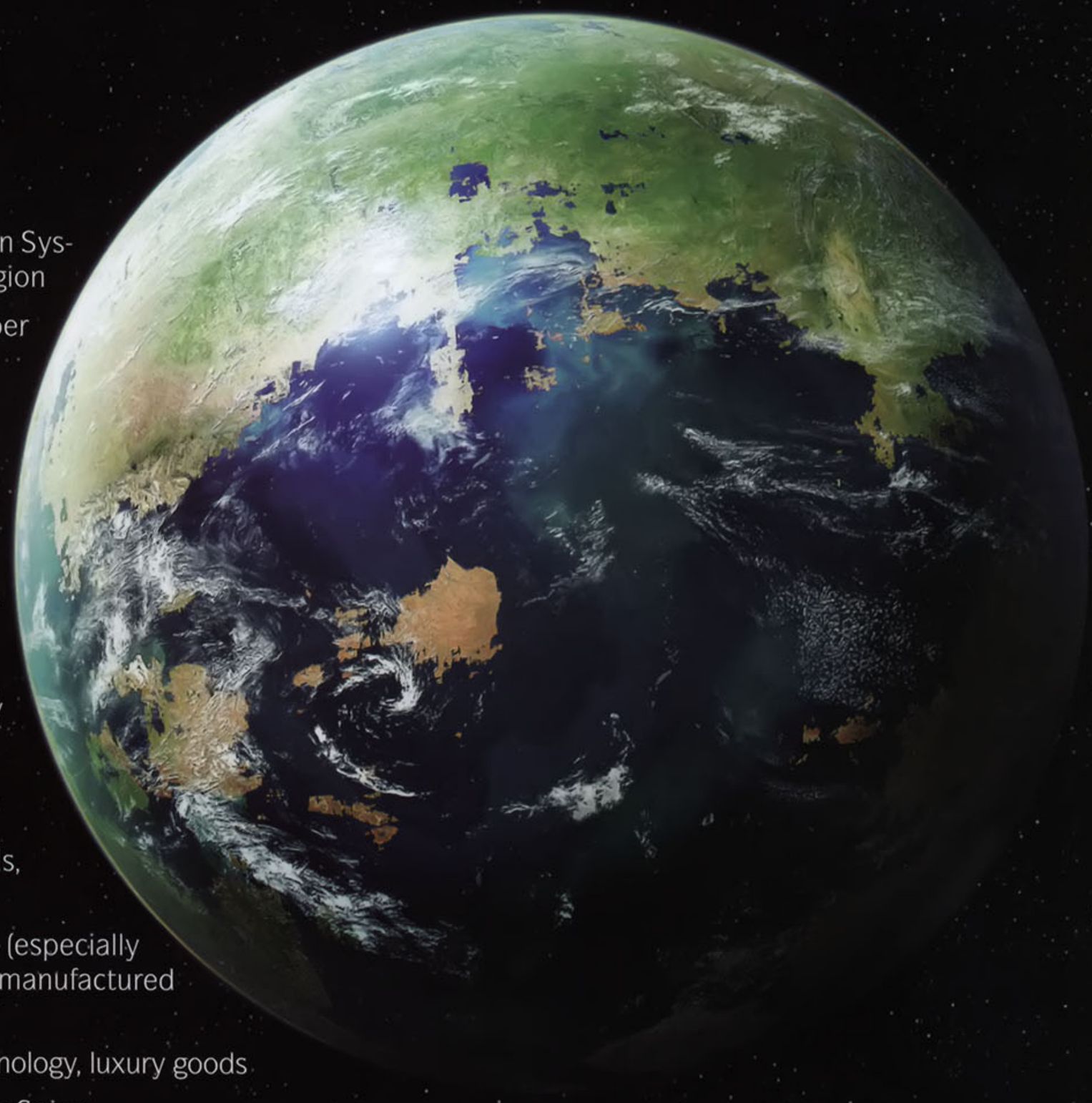
Tragically, this sense of honor and deep caring for the well-being of all led not only to the devastation of their planet, but ultimately to the inevitable end of the species. When Palpatine declared the end of the Republic and the rise of the Empire, the Frozians were among the few Core species to openly reject this and state their support for the new Alliance to Restore the Republic. In that the planet of Froz had nothing of great value worth preserving, Grand Moff Naomi Dargon decided to use it as an example to all other planets that might consider rejecting the Empire. She employed her fleet of Star Destroyers to bombard the surface from orbit, scouring it so thoroughly that virtually all life on the planet has been extinguished.

Today, the entire planet is a smoking ruin, a testament to the undeniable and unstoppable power of the Imperial Fleet. The threat of such destruction may have had the intended results for much of the Core, but as news of Froz's fate has reached farther out into the galaxy, sympathy for the Alliance has increased rather than waned.

In that many Frozians were out among the stars and other planets when the bombardment occurred, a fair amount of their population remains. Under normal circumstances, it might be possible to rebuild their species and their society with concerted effort. However, one of the greatest tragedies of the destruction of Froz is the discovery that Frozians cannot successfully breed in normal gravity, nor can they do so without a particular form of plant once found only on Froz—a plant that, along with the rest of the planet, is now dead and gone.



VAGRAN



Astronavigation Data: Vagran System, Corellian Sector, Core region

Orbital Metrics: 329 days per year/23 hours per day

Government: Parliamentary democracy

Population: 780 million (Human 84%, other 16%)

Language: Basic

Terrain: Plains, forests, jungles, rolling hills, oceans

Major Cities: Vagran City (capital), Abatore, Thaeme

Areas of Interest: Vagran Zoological Preservation Habitat, Estainia Resort Islands, Estainia Hunting Grounds

Major Exports: Foodstuffs (especially various meats and seafood), manufactured goods, lumber

Major Imports: High-end technology, luxury goods

Trade Routes: Corellian Trade Spine

Special Conditions: There are places on the planet where sentient beings are utterly forbidden to fly over or set foot on, due to restrictions in place to preserve ecological "purity." Visitors are warned before approaching the planet to make themselves aware of these restricted areas.

Background: Vargan was first colonized by a conglomeration of Corellian corporate and government interests, along with much of the Corellian sector. Though the initial colonization of the planet was fraught with peril, the past few millennia have seen the colonists adapt to their world.

Vagran's population remains in relatively dense concentrations, to preserve as much of the wilderness space on the planet as possible. Thus, a substantial majority of the population occupies several major metropolitan areas. These cities are as impressive as any cosmopolitan center on Corellia or Nubia. Vagran's cities do tend to put an emphasis on green space, with substantial parks and plenty thoroughfares shaded by massive jungle trees. These parks tend to be worked into the urban landscape, with some being built on suspended skyways and platforms hundreds of meters across and high above ground level. A current trend is to cover the sides of entire skyscrapers in vast colonies of clinging mosses or vines.

However, every community on Vargan, from the largest city to the smallest outpost, is surrounded by a barrier zone. These tend to be a combination of acutal barriers (large, durasteel walls topped with laser fences), energy screens to kill pollen, spores, and microbial life, and audio and olfactory deterent mechanisms to disperse animals. These serve two purposes. The first is to keep the more virulent or dangerous organisims on Vagrin out of the communites. The second is to keep any invasive species found amongst the population out of the wild.

BIG GAME HUNTING

Interestingly, there is a rather lucrative business on Vagran for those who run government-sanctioned hunting safaris. Early on in the planet's development, a certain faction of zoologists determined that certain populations of animals could be culled without harming the biosphere, and organized hunting expeditions to do so. This tradition continues to the present, and big game hunters from all across the galaxy travel to Vagran for specific seasons where they are allowed to hunt interesting and dangerous creatures.

INVIGORATED BY LIFE

Among the first wave of colonization in the post-hyperdrive era for Corellia, Vagran's incredibly rich and varied biosphere presented not only an extraordinarily hospitable planet for development, but one of the most diverse arrays of flora and fauna discovered on any planet in the sector. Biologists and zoologists are in constant conflict with corporate interests in an effort to leave as much of the native ecology untouched by civilization as possible.

COLONIZING THE IMPOSSIBLE

In the early years following Corellia's adoption of hyperdrives for space travel, they initiated a wave of colonization of the many planets their astronomers had long discovered as potentially hospitable to life. Vagran was among the first such planets colonized.

Though the atmosphere, sunlight, and general makeup of the biosphere were incredibly welcoming to the colonists, they suffered dramatic casualties in the early days. Their ignorance of the dangers presented by such a diverse array of life forms led to countless mistakes, deadly encounters with predators, and outbreaks of virulent diseases.

Circumstances were such that some Corellian officials considered abandoning the colony. However, a collective of biologists, zoologists, chemists, and other scientists proposed an alternative plan, one the hard-pressed officials accepted whole-heartedly.

The Vagran Colonization Charter was dramatically altered, putting this team of scientists in charge of building the first colonial settlements and establishing protocols for survival. The scientists created quarantine zones around each major city. These zones—using biodomes, energy screens, and other deterrents—kept out native fauna and flora (including most microbiological entities). The scientists also forbade the settlers from venturing out into the wilderness without proper clothing, equipment, and instructions. Science teams conducted extensive experiments and established thorough protocols to allow the colonists to slowly adapt to the new biosphere.

Eventually, the people did adapt. As their bodies adjusted to the countless biological enemies of the planet, they also learned what was safe and what was dangerous among the plants and wildlife. After a century or so, the Vagran people gained a deep appreciation for their world and its natural treasures. Even as their bodies grew hardy enough to handle the virulent Vagran flora and fauna, their psyches became more in-tune with the natural world around them.

Even though power passed from the scientists back into the hands of politicians and administrators, the core commitment to maintain the ecological diversity of Vagran was built into both the laws of the planet and the psyche of its people.

MODERN VAGRAN

Over the millennia, as corporations arose and development continued, the war between the forces of progress and those of ecological preservation erupted. On the one side, business and industrial firms insisted on relaxing regulations in order to raise the tax base and the overall prosperity of Vagran's people. On the other, environmentalists and scientists demanded no retreat from the original commitments to live in low-impact harmony with Vagran's biosphere. Though the government has taken more than a few steps towards progress and a stronger economy, the painful example of Duro is strong enough to prevent too many compromises.

Currently, the biggest sticking point is the ironclad regulations banning construction and development outside of approved zones. Clearing new zones for construction takes years, and requires erecting more costly barrier zones. Most corporations would dearly love to circumvent this, as these days its primary purpose is to prevent invasive or alien species from contaminating Vagran's biosphere.

Thus far, the government has resisted corporate pressure. However, with the rise of the Empire, some corporations are turning to their Imperial contacts in order to change Vagran's laws. Thus far, Imperial influence has been limited to some politely worded missives from the Grand Moff's office "suggesting" the government "consider corporate interests in their decisions." Nonetheless, the unstated threat in these communications has some elements in the government (and more in the general population) leaning towards the growing Rebellion.

XYQUINE II



Astronavigation Data: Xyquine System, Corellian Sector (Outlier Systems), Core region

Orbital Metrics: 348 days per year/26 hours per day

Government: Hereditary monarchy and parliament

Population: 2.1 billion (Human 74%, other 26%)

Language: Basic

Terrain: Plains, forests, jungles, mountains, tundras, deserts, oceans

Major Cities: New Coronet (Capital), Agadore, Sirden, Valendia

Areas of Interest: Mount Vissa, The Strangling Sea, Capitol Park, the Millennial Forum

Major Exports: Foodstuffs, biotech, manufactured goods

Major Imports: Metals and ore, high-end electronics, luxury goods

Trade Routes: Corellian Trade Spine

Special Conditions: None

Background: The "safest place in the Sector," Xyquine II is not nearly as boring or mundane as many people make it out to be. While the world has an established and civilized society, it still sports many sights worth seeing. The towering slopes of Mount Vissa provide unparalleled views of the vast Umber Jungles of the equatorial regions, while the fearsome whirlpools and ripcurrents of the Strangling Sea are another fascinating feature—though one best viewed from afar.

However, Xyquine II's civilization is possibly its biggest draw. Technically a hereditary monarchy, the planet is actually ruled by a competent parliament. A tradition of civic involvement and peaceful activism has permeated Xyquine II's society for thousands of years, and still exists today. One need only visit the Millennial Forum to see Xyquine II's democracy in action.

The Forum is a marble colossus that spans several square kilometers, and is a vast, open space with a stadium-sized amphitheater in each corner. The largest forum hosts the planetary parliament, but each of the other forums is always open to members of the public who want to speak about the issues that concern them.

The population's growing sympathy for the Alliance to Restore the Republic, especially in the wake of the destruction of Froz, has brought an increase in Imperial agents infiltrating various levels of society and government.

WANDERLUST

Many youth on Xyquine II—particularly those amongst the middle class—tend to go through a period of wanderlust in their formative years. Convinced their homeworld has nothing interesting to offer, they set out into the wider galaxy to make their mark.

Generally, their "epic saga" begins and ends with a trip to Corellia, or perhaps Nubia. Losing one's money to hustlers on Treasure Ship Row tends to dampen enthusiasm for further adventures. However, many press on, enough that more than a few light freighter captains have taken on new crewmembers from Xyquine II. What they may lack in skill, they make up for in enthusiasm and the willingness to accept the chance to see new worlds in lieu of a steady paycheck.

BLESSED BY OBSCURITY

The pleasant mundanity of the planet of Xyquine II, mixed with its relatively remote position in the Corellian Sector, has spared the planet from most of the crises and conflicts that have troubled so many other words. If not for the inherent decency of the people and their government, Xyquine II would probably remain utterly uninvolved in matters of galactic importance. Recent events, however, have changed all of that; to what end they have changed things remains to be seen.

COLONIAL SUCCESS STORY

Another planet colonized early in Corellia's post-hyperdrive expansionism, Xyquine II's rich and diverse biosphere provided the Corellian natives with an environment so much like home that their settling was relatively easy. Within a few years, the initial landing areas grew into thriving towns and agricultural projects were well underway.

Though the planet's wide variety of flora and fauna provided some early challenges, they were relatively minimal when compared to the travails of similar colonies (like Vagran). In fact, Xyquine II's history is one of the most unremarkable in all of the Corellian Sector. Colony planners came to rely on the "Xyquine II Story" as a blueprint for how colonization should proceed.

Though a few wars, disasters, and similar challenges came up over the millennia (as is inevitable in any situation where sentient beings build a society), the relative peace and tranquility of Xyquine II's development allowed for great strides in areas such as art, literature, and philosophy. Though a hereditary monarchy maintains executive power over the planet, a highly involved and effective parliament serves the people in matters of law and policy. Once again, the effectiveness and efficiency of their system makes Xyquine II a favored example for educators attempting to teach this approach to government.

If there is a systemic flaw in Xyquine II's culture, it is the recurring cycle of boredom that their younger generations go through. "Welcome to Xy-2, where nothing ever happens" is a well-worn phrase in the planet's popular culture. Instead of a tourist trade, the planet derives extended revenue as an ideal location for retirement communities. Vast numbers of those in their twenties leave the planet to explore opportunities across the galaxy, only to return many decades later to the safe, pleasant planet of their childhood to live out their golden years.

MODERN RESENTMENT

However, the devotion to progressive thought and matters both philosophical and ethical has given rise to a growing dissatisfaction with the Empire and its policies. In the earliest days following the end of the Clone Wars and the rise of Palpatine's power base, Xyquine II authorities and scholars were content to make speeches and file academic papers decrying the shift from a republic to an empire, and the excesses of governance in the name of political and military crises. The youth of Xyquine II became engaged as well, taking to the streets in non-violent protests and even sending delegations to Coruscant to make their views known.

A true shift in both public opinion and government policy came when news of the destruction of the planet of Froz reached Xyquine II. The public outcry was deafening, and reasoned discourse became open calls for secession from the Corellian Sector and the Empire. The practical members of the population feared the inevitable reprisals this would bring down on them, especially in light of Grand Moff Naomi Dargon's clear willingness to use devastating force against any and all challenges to her authority.

The government of Xyquine II, however, had no intention of subjecting the planet or its people to such horrors. Publicly, the monarchy denounced those who called for secession, while the parliament passed laws limiting the activities of those protesting Imperial policies and the leadership of the Grand Moff.

In private, and with extreme care given to secrecy and security, the leaders of these opposition forces were informed to maintain their positions; the plan was to continue to give the government the ability to act in the apparent interests of the Empire.

However, those who lead Xyquine II have other ideas for the future of their planet and for the galaxy. They have very cautiously reached out to agents of the Rebellion, indicating their willingness to support the cause of the Alliance as best they can without drawing Naomi Dargon's direct ire. What this will ultimately lead to is unknown, but the people of Xyquine II have made one thing perfectly clear—the days of "nothing ever happens" are about to be over.

OTHER CORELLIAN SECTOR SYSTEMS

The Corellian Sector is quite large, with thirty systems contained within its borders. What follows are brief descriptions for all of the remaining systems, highlighting their most important features and other interesting facts.

ALTAWAR SYSTEM

Home to the Corragut, the lone inhabitable world of the system, Altawar, was discovered during the early years of Corellia's expansion. Welcomed into the growing "family" of civilized worlds in the Corellian Sector, the Corragut excitedly grasped at the new opportunities presented to them.

Sadly, their ignorance of galactic affairs and the general backwardness of their technology base left them very much at the mercy of Corellian bureaucrats and policy makers. Altawar became a "client planet" for Corellia where the Core Worlds were concerned. Trade, defense, and related matters were taken out of the Corragut's hands. They were told this was for their own safety and prosperity; they could focus on providing the unique crafts and foods of their world to the galaxy while receiving the bounty of technology and other wonders they would have otherwise never known.

Of course, they only received that technology the Corellians felt was "safe" to give them, and they have never possessed any military assets of note. In the current political climate, the Corragut are growing deeply resentful of their human overseers, and the pro-human mentality and agenda of the Empire is stirring up serious ire in the population. Unfortunately, the horrific fate of the Frozians has dampened any overt efforts to change things, at least for the time being.

CRAEEN SYSTEM

Yet another system with a planet generally hospitable to human life, the Corellians colonized Craeen primarily for its mineral wealth. Eventually, numerous technology and manufacturing firms founded operations on the planet, especially when the administration offered extensive tax breaks and other incentives. Though nowhere near as bad as Duro, Craeen's environment has suffered somewhat from the overly lax regulations regarding industry and development.

The influx of scientists, engineers, and related experts has also turned Craeen into a haven for scientific discovery and engineering innovation. Numerous research labs on the planet, in orbit, and on the moons orbiting the main planet are home to countless experiments in all fields. The governor of Craeen has traditionally maintained a very hands-off approach to these operations. Under Imperial guidance, this has shifted to outright encouragement of experiments and trials that would draw great ethical outcry in other systems.

In recent months, a small but powerful detachment of Imperial Navy ships have taken up station around the planet. Many believe there are one or more projects underway that have direct and specific implications for the Empire's military programs.

DORSIS SYSTEM

Originally colonized by Coruscanti sleeper ships, the planet of Dorsis industrialized and urbanized rather quickly over its history. Some refer to it as "Mini-Coruscant," with much of the habitable land covered in urban sprawl and great skyscrapers. Manufacturing plants dominate huge tracts of land, and even the oceans have become covered in floating habitats (which are mainly home to the rich and powerful).

Basic consumer goods are the heart and soul of Dorsis' economy, and their captains of industry primarily focus on finding ways to make things faster and cheaper than everyone else. Most value stores and shopping conglomerates that cater to lower income families in the Corellian Sector rely heavily on Dorsis suppliers for much of their stock.



Dorsis is also something of a haven for criminals and fringers. Many groups, cartels, and gangs have operations in the darkest and seedier parts of the sprawls. More than a few cartel leaders own private floating habitats, as well.

FORVAND SYSTEM

There are only two planets in the system, and neither is habitable nor in possession of traits that make them worth terraforming. The system's only real value is as place for a decent-sized space station that can collect energy from the star it orbits directly. Being located on the Duros Run trade route, the station serves enough shipping companies and related businesses to justify the Corellian Sector administration maintaining it.

The Forvand Station serves all the usual functions—repairs, refueling, news gathering, and even shipping brokerage. There are plenty of businesses that cater to independent freighters and smaller shipping companies, which makes it a popular destination for everyone who tries to make a go of owning a ship to make a modest living. Naturally, there is a very healthy black-market economy active on the station, although the presence of Imperial customs agents has made such business more difficult (mostly due to the extensive bribes now necessary to keep out of trouble).

GOORLA SYSTEM

The Goorla System is one of the Outlier Systems of the sector, and its main planet is only minimally hospitable to most sentient life. With a mostly rocky, mountainous surface, precious little water, light gravity, and a thin atmosphere, people have to live in environmentally sealed habitats. When they are outside for any reason, rebreathers are essential to maintain effective oxygen levels.

Goorla has enough mineral resources to make mining colonies profitable, and there are a few native plants that produce some interesting foodstuffs for those patient enough to cultivate the nuts and fruit they bear. The low gravity also makes certain manufacturing and chemical producing operations more effective, as well.

The most notable export of Goorla, however, is a highly malleable crystalline substance that possesses a constant inner, gentle light. This material is found deep underground, and is one of the reasons why mining on Goorla is fairly easy, since few artificial light sources are ever needed. Though it has a technical (and extremely long) name, most people simple refer to it as a Goorlish light source.

The lifespan of the light in a blob of the stuff depends entirely upon the amount taken from the ground. A small, fist-sized chunk will provide light for at least five years, sometimes much longer depending on its overall quality. Though not particularly bright, the light is quite lovely and spans many different colors along the visible spectra of pink and lavender. By itself, Goorlish light source is both attractive and useful, and popular in many homes around the Corellian Sector.

However, certain artists have contrived to combine Goorlish light source with various forms of bioluminescent plant material found on other sector worlds (especially Sacorria and Vagran) to form transoptical fibers. From these fibers, they craft highly delicate light sculptures that possess enough energy and lighter-than-air qualities to float a few meters off the ground. Resembling pink flames, each structure has a pattern of light and shape that is as unique as a snowflake.

Corellian flame miniatures are a highly prized and respected form of art for which collectors around the galaxy pay handsomely. Great architects and interior designers often contract the best artists of this form for special projects and buildings, and the rich and famous of the sector use large quantities of these sculptures as one of their more ostentatious symbols of wealth.

GOVIA SYSTEM

Another Outlier System, this one wasn't discovered until much later in the growth and development of the Corellian Sector. When it was, the single inhabitable planet, Govia, was found to be long occupied by a near-human species. The Govians had not yet developed beyond near-orbit vehicular technology, but were otherwise fairly advanced and readily welcomed contact with the galaxy beyond.

Archaeologists and scholars believe Govia was probably colonized by either a sleeper ship (possibly from Coruscant) or perhaps seeded by the ancient and mysterious Celestials. Regardless, their development ran along fairly predictable lines for any human-type civilization that grew upon a planet of fair diversity in its climate and biosphere. Though the planet is slightly colder than Corellia and similar worlds, it otherwise conforms to the norms of four seasons, planting and harvesting cycles, and variant weather patterns.

Govians are grey-to-white in skin coloration, with more body hair than typical humans. They also tend to be a bit heavier and more portly than the human average; all of these traits are considered evolutionary adaptations to the climate of Govia. Most of the lighter-skinned Govians can present as humans if they wish to on other planets.

Govia's main exports are agricultural and manufacturing in nature; the latter focuses primarily on middle-class consumer goods. Not surprisingly, they tend to import a lot of technological and scientific products and services, still seeking to catch up to the rest of the sector.

GRALAND SYSTEM

The Graland System has no habitable planets, though two of its worlds have some value as sources for minerals and ore. A modest mining industry exists here, with the majority of the work being done by droids and automated systems. Corellia Mining Corporation has a stake in the venture, but partners with a dozen other Core World corporations.

Although Graland has a small population, it can still be a popular place for people who need to hide out from the law. Since a dozen different corporations run the operations as a joint venture, a quick-witted criminal can take advantage of the bureaucratic morass. By pretending to be a representative from a different company whenever he interacts with an employee, some lawbreakers have lived in the company facilities orbiting Graland's planets for years.

JUMUS SYSTEM

One of the most distant Outlier Systems of the Corellian Sector, the Jumus System's one inhabitable planet is a very wet, humid world covered primarily in tropical rain forests and jungles. There are few truly large bodies of water, but tens of thousands of rivers run cross the planet in an almost dizzying web of waterways.

Though originally colonized by a small group of Corellians, the colonial administration decided early on to welcome any and all species who wanted to start a new life on a pristine planet, providing rather impressive land grants to those who accepted these invitations early. As such, many other species are found in sizable numbers on Jumus, including Miralukas, Wookiees, Hutts, Twi'leks, and Bith.

An extraordinarily diverse array of flora provides extensive natural resources useful in biomedical research and pharmaceuticals. Most of the galaxy's major firms in these fields have research facilities spread across the planet, with the largest such facilities owned and operated by Corellian Chemical Corporation. There are more than a few complaints by natives that CorChemCo essentially owns and runs the planet, and there is little doubt that many Jumusian policy decisions are heavily influenced by CorChemCo lobbyists.

KERAL SYSTEM

The Keral System is not terribly far from Corellia, but it has no inhabitable planets or moons and served no purpose for colonization. However, speculating miners spent countless years and credits attempting to discover something of value among the lifeless planets of the system. Eventually a group from Corellia Engineering hit the proverbial pay dirt on one of the moons orbiting the planet nearest the Keral sun: firegems.

Glowing with a nearly white-hot intensity that is difficult to look at without filters of some kind, the Keral firegem is highly prized for its internal energies, warmth, and brightness. Corellian Engineering made a sizable fortune in early sales of the gems for both industrial use and use in art and jewelry. Without any restrictions and no biosphere to be concerned with, the mining firm stripped the moon relentlessly.

When the dangers of firegems became widely known—their internal radiations can interact violently with active hyperdrive reactors, causing catastrophic explosions—the Republic outlawed the mining and sale of them, and the Empire maintained this ban. There are now a few passive security measures in place around the moon to prevent smugglers from digging for more, but many will risk it for the extremely high price Keral firegems fetch on the black market.

KHOMR SYSTEM

One of the many planets colonized when Corellia discovered hyperdrive technology, Khomr has one habitable planet that functions as a fairly productive agriworld, though only a limited variety of useful crops thrive there. The people are generally peaceful farmers and laborers, valuing the peace and moderate prosperity of their world and wanting little to do with the galaxy and its problems.

Perhaps the most notable thing about the planet of Khomr is its burgeoning weaving industry. Eschewing modern machines and techniques, Khomrians take great pride in their handwoven quilts and tapestries. Khomri tapestries in particular are highly prized works of art in many parts of the galaxy.

NEW PLYMPTO SYSTEM

Though not officially discovered until just over ten millennia ago, it is likely New Plympto was known of by galactic travelers for far longer than that. Located directly on the Corellian Trade Spine between Corellia and Duro, most scholars speculate that the extremely low-tech culture of the native Nosaurians dissuaded scouts from giving the planet much consideration in their reports.

More cynical historians observe that New Plympto was kept "off the books" for so long due to its most unique and desirable export—rikknit eggs. A delicacy in their own right, these eggs are also valuable for their use in various recreational substances, including the highly addictive narcotic known as ji rikknit. Republic policies regulating these substances encouraged fringe traders to keep information on New Plympto secret.

Eventually, however, officials from Corellia came to New Plympto and officially pursued adding the planet and system to the Corellian Sector. At first, the Nosaurians welcomed the opportunity to officially become

a part of the galactic community. However, they soon discovered that the human-centric sector policies left them very much in a secondary role where matters for their own planet were concerned. Though New Plympto benefited from an expanded technological and scientific base, as well as expanded trade, they failed to receive direct representation in the Republic, and over time grew very resentful of their human "colleagues."

This resentment grew to hostility as the Republic finally began passing strict laws regarding the export and uses of rikknit eggs. The fact that trade in both the eggs and the use of the rikknit's ovum sacs in the creation of ji rikknit had devastated the arboreal mammal's population did not help matters at all. When the Separatists began recruiting worlds to their cause, the Nosaurians welcomed the rebellious faction to their world and found themselves embroiled in the Clone Wars.

New Plympto suffered when clone troopers assaulted the Nosaurian rebels, and even more so when Order 66 turned the troopers against their Jedi leadership and adopted even more ruthless tactics. The rebel Nosaurians were ultimately crushed by Imperial forces—specifically the 501st Legion—at the Battle of Half-Axe Pass. The few remaining Nosaurian soldiers tried to surrender, only to be mass executed by the Imperials, who then sold their families into slavery.

New Plympto is now ruled by an Imperial Governor, who mostly spends his days attempting to synthesize a variant of the ji rikknit drug in a facility located on Karsten Moon. The remaining Nosaurian population is little better than a slave race.

PHEMIS SYSTEM

When Corellians discovered this system, they found a habitable world that showed clear signs of regular visitation from off-worlders, though no current inhabitants. Dry and rocky over most of the surface, the planet Phemis offered little in the way of resources. No major colonization efforts were ever made, though numerous corporations sent scouts and researchers to find out what exploitable resources might be gained.

Eventually the Jedi revealed their interest in Phemis; they had been to the planet many times over the millennia, though they took great care in not drawing attention to the place. A particular crystal found only on this planet has Force-connected properties that make it very valuable in the construction of lightsabers. Though not essential, the rubat crystal has a focusing effect that can make a lightsaber blade slightly stronger and more intense.

The Republic negotiated with the Corellian Sector to grant the Jedi "right of way" to the planet and this resource while permitting sector firms to settle and exploit whatever else could be found. As such, it was illegal for any non-Jedi to mine rubat from Phemis, with serious penalties for those who violated the ban.

As it turned out, deep scans revealed other ore and minerals of value, including bronzium, so firms like the Corellia Mining Corporation were able to make a lucrative business out of establishing industrial colonies on Phemis. As a gesture of goodwill, Corellian Mining actually provided security for all known rubat sites on the behalf of the Jedi Council.

However, in the wake of the Clone Wars and the rise of Palpatine, Imperial forces now enforce the ban on rubat mining. Of course, they do so for entirely different reasons, seeking to capture anyone who has the potential to make use of the valuable crystals. Meanwhile, mining of other materials goes on.

PLYMPTO SYSTEM

Located directly on the Corellian Trade Spine, the Plympto System is little more than a bright, blue-hued star with uninhabitable rocks orbiting it. A couple of space stations serve as convenient stops for merchants and other travelers of the famous hyperlane, providing the usual services. Minor mining operations eke minimal profit out of the planets and planetoids, though most of what is available is of marginal need or value.

Plympto is most notable for serving as the inspiration for the name of the New Plympto System. This is primarily due to the similarities in size and color of the stars in question.



POLANIS SYSTEM

Primarily an agricultural world. The golden, rolling plains of Polanis's northern hemisphere are nearly perfect for many types of grain, while the southern hemisphere of the planet is even wetter and greener, making it excellent for many kinds of produce.

Polanis' claim to fame is the production of excellent alcoholic beverages. The entire culture of the planet revolves around breweries, distilleries, and wineries. The government of Polanis has subsidized the industries with millions of credits invested in marketing.

Though there are thousands of brands and variants, when most people order a "Polanis ale" in their favorite cantina, they want the smooth, golden beer that is most commonly exported from the planet under the Polanis Brewing label. Polanis Brewing is partially nationalized, and is a huge source of revenue for the entire planet.

Wine connoisseurs frequently refer to Polanis reds as some of the finest wines in the known galaxy. Again, the partially-nationalized Polanis Wine firm makes extensive profits from the wine trade, though there are a number of independent wineries that also do very well with their specialty labels.

In addition to general agricultural products and alcohol in particular, Polanis has a decent tourist business; many travel to the pleasant world for tours of the various beverage companies and the resorts that surround them.



SABERHING SYSTEM

With a huge asteroid belt full of the right kinds of ores, the Saberhing System was ideal for mining exploitation when it was discovered by Corellian scouts. A nearly barren, yet inhabitable world made the system very attractive for the construction of manufacturing plants to make the best use of the readily available materials. With no native sentient species to worry about, industrial interests could step in to develop their projects with little interference.

Into this environment stepped the Corellia Mining Corporation and the Corellian Engineering Company, engaging in their largest-ever joint operation. The two giant corporations decided to engage in a joint venture to make the most out of the Saberhing System. Clearly preferring to keep things simple, they agreed on the formation of the Saberhing Development Compact.

While Corellian Mining set about constructing a massive mining operation that dug out and processed the vast resources of the immense asteroid belt, the CEC began a construction project that dwarfed every one of their previous efforts. Over the course of merely a decade, virtually all of the usable surface of the planet of Saberhing became a fully urbanized environment, dedicated primarily to the manufacturing of starships and their parts.

Now Saberhing is an entirely industrialized planet, with billions of sentient beings dedicated to technological development and research as well as manufacturing. The asteroid belt continues to support large scale mining to supply these facilities. Hovering over all of this is a small fleet of Imperial Navy war ships. The Empire has a great deal of interest in maintaining the security of such an effective ship-building operation.

SILERIA SYSTEM

The entire Sileria System is made up primarily of shattered planets orbiting the star in various belts of debris. No one knows for certain how it came to be like this, though most experts agree some kind of sentient-wrought cataclysm is the likely culprit.

The usual mining operations can be found scattered throughout the system. As well, various smugglers, pirates, and similar ne'er-do-wells find the utter chaos of the system very much to their liking as a hiding

place within the Corellian Sector. Naturally, Corellian Security forces and Imperial ships frequently patrol the system looking for just such criminals, but the entire system is such a warren of floating asteroids and planet chunks that such searches are difficult at best.

The Corellian fascination with speed and excellence in piloting makes the Sileria System ideal as a proving ground for both ships and their pilots. Every year, dozens of pilots are killed and their ships destroyed attempting the "Silerian Run," a specific course through all of the belts of debris that is considered one of the ultimate tests of ship engineering and piloting skill. Though running the course is officially banned by Corellian Sector law, there is very little enforcement; Corellians do have their pride, after all.

TALFAGLIO SYSTEM

Volcanic, hot, and covered in a thin miasma of orange ash and mist, Talfaglio is one of the most inhospitable planets still capable of sustaining life in the Corellian Sector. This is just as well, considering it's in one of the most distant of the Outlier Systems, making it of little importance or value to the Corellians or anyone else.

Corellian Mining fairly well runs the system, gaining reasonable profit from the available metals and using the lava flows as natural smelting sources. Much of the operations are run by automation and droids, and the sparse population on the planet makes it another favorite destination for those with a desire for privacy.

TANTHIOR SYSTEM

A jungle world from pole to pole, Tanthior is populated by a dizzying array of native animal and plant species, many lethally dangerous. In addition, the atmosphere is poisonous to most non-native species. With all of the planets available for colonization, Corellians have opted to give up on Tanthior.

Some sentients remain, however. Living in biologically-sealed habitats, brave researchers seek to unlock the treasures of the planet's ecology. The planet also has become a favorite destination for hunters of all kinds. Rumors even abound that the Empire is building (or perhaps has already constructed) a maximum security prison on the planet's surface.

TRUUZDANN SYSTEM

Much of Truuzdann's economy focuses on hardscrabble agriculture, with some light industry. Two moons provide modest mining revenue. The main feature of the planet is the spaceport city of Truuzdann, which is also the capital. The center of trade for the entire system, Truuzdann has a reputation for being a very "liberal" city when it comes to regulations and law enforcement. From the earliest days of colonization, the administrators were prone to accepting bribes for just about everything. This history of graft and corruption plagues the planet to current times, and even the presence of the Empire has done little to change the culture.

VASAR SYSTEM

Vasar is yet another planet that was colonized during the early days of Corellia's expansion into the rest of the sector. Notably, most of the initial population came specifically from the Corellian System world of Talus. The planet's biosphere and ecology is very similar to Talus, making it welcoming to the Talusians.

Eventually, Vasar developed high levels of both agriculture and industry, in many ways following the history of Talus and the rest of the Corellian System worlds. Though it fell within the general administration of the Corellian colonizing efforts, Vasar has always considered itself primarily allied with the Double Worlds.

Vasar is best known for Vasarian brandy. There is an almost legendary story about the invention of this beverage. A Vasaran freighter carrying local produce suffered hyperdrive failure, stranding itself on the system's edge. The accident apparently caused a number of crates and containers of varying fruits and berries to burst open and pour into a reclamation system in the hold. After three weeks, the freighter's crew discovered an incredible aroma from the holding tanks, and the ship's engineer took a chance and tasted the liquid.

By the time the ship and its crew were found, the entire complement was completely and happily drunk. What was left of the brew was tested, tweaked, and recreated, leading to the creation of Vasar's famous export.

VELX-SHEL SYSTEM

One of the few planets in the Corellian Sector colonized exclusively by private interests, Velx-Shel is a combination of the names of the two families who originally invested and colonized the system. For all intents and purposes, the founding families essentially own the planet. Velx-Shel became a planet of specialized universities, research facilities, design firms, and think tanks. The Core Worlds came to think of the planet as a place to find the kinds of experts needed for truly advanced and innovative thinking, and many aristocratic and wealthy families paid whatever it took to send their children to the schools available there.

Though Velx-Shel imports many things, the founders ensured that the people of the planet never came to completely depend on other worlds for their sustenance. There is adequate agriculture and food production to see to the needs of the population should Velx-Shel ever find itself cut off from outside help. In fact, their food and resource storage against future need is considered a model of planetary preparedness for disaster.



PLAYER OPTIONS

"So this is...sabacc? Hmm, I should have left the den years ago!"

– Saskora, Selonian Exile

The Corellian Sector provides players in **Edge of the Empire** a broad spectrum of new prospects and rewards. Though a Core World, Corellia retains its own separate identity, distinct from the rest of the galaxy. Known for their fast ships, sharp wits, and quick trigger fingers, there are many rogues who call the Corellian Sector home. Whether one is a Corellian smuggler, Drall doctor, or Selonian bounty hunter, the sector is ripe for those who live on the fringe; but, for every opportunity, there is an equal chance to meet a grisly end.

Finding the right equipment for the job—the right ship, the right weapon, the right tool—is a vital step in any large endeavor. Fortunately, the Corellian Sector has plenty of options from which to choose. From fast and functional Corellian light freighters to the sleek and beautiful starships produced by Nubia Star Drives, the Corellian Sector offers much for the discriminating spacer and struggling smuggler alike. One can also find exotic armor and strange weapons in the shadowy stalls of Treasure Ship Row.

In the following chapter, players can find information on new playable species, weapons, armor, ships, and gear available in the Corellian Sector.

NEW SPECIES

The Corellian Sector encompasses dozens of inhabited star systems, with three sentient species—Drall, Selonians, and humans—native to the Five Brothers alone. This section offers detailed rules for the three species who share the Corellian System, allowing players in **Edge of the Empire** to easily step into the role of a character from the Corellian sector.



DRALL

The Drall are renowned throughout the galaxy as thinkers. A race of scholars and scientists, relatively few Drall ever journey beyond the bounds of the Corellian System, preferring to pursue sensible, quiet lives of study and reflection. Those Drall who undertake a life of perilous travel and adventure in the wider galaxy are rare indeed.

Physiology: Averaging about one meter tall, with females being slightly taller, the Drall are covered in fur ranging from a ruddy brown to shades of grey and black. Drall have short snouts and small, almond-shaped black eyes which are sensitive to bright light. Their limbs are relatively short, giving them a somewhat dwarfish appearance, with well-articulated four-fingered hands and back-bent legs ending in slender, clawed feet. Drall mature quickly relative to humans, and tend to live for about one hundred galactic standard years.

Society: Practical, dignified, and highly intelligent, the Drall tend to be very level-headed and unflappable, with a penchant for order and stability. Analytical and meticulous by their nature, the Drall excel at scientific investigation and research, record-keeping, and other scholarly pursuits. Throughout history, the Drall have produced countless brilliant scientists and engineers, and Drall theories undoubtedly helped lead to the development of hyperspace travel. There is little that does not interest them to some extent, yet for all their genius, Drall prefer to tackle problems in the abstract rather than implement their ideas to practical ends. As a result, the Drall rarely innovate new technologies, but instead adapt the tools of other species.

Drall society is ordered around extended family clans headed by a matriarch known as a Duchess. Rather than a hereditary or elected position, Duchesses are chosen by their predecessors or a council of elders based on merit, and they retain their title for life or until they choose to step down and appoint a successor. Once appointed, a Duchess owns all of her clan's property and goods, and she governs the clan as a sort of benevolent dictator, often taking direct interest in the lives of her individual subjects. Though no Duchess holds absolute sway over their homeworld, most clans tend to follow the general direction set by the Duchess of the most prosperous and influential clan (which can vary as clans' fortunes rise and fall).

Among the Drall, gossip is practically an art form, and a Drall will talk for hours about the latest news regarding his extended family or rumors about other clans. This tendency towards gregariousness can wear on other species, especially when a Drall begins to recount every trivial event regarding themselves and their families. While few Drall ever venture beyond the Corellian System—something frowned upon by most clans as aberrant and overly-adventurous behavior—Drall elsewhere in the galaxy are often employed by megacorporations, such as Athakam MedTech, Chiewab Amalgamated Pharmaceuticals, or TaggeCo, as researchers and pharmaceutical consultants. A few even earn their credits as information brokers or through criminal associations.

Homeworld: A relatively temperate world of rolling grasslands and forests, the Drall homeworld is the second planet from Corell. Dotted with several large, landlocked seas—the most famous of which is the Boiling Sea—Drall remains sparsely populated and largely rural, with only a few small urban regions and scattered townships. The climate is uncomfortably warm during the summer, only cooled by mild winter precipitation. For more information on Drall, see page 23.

Language: The Drall speak Drallish. As might be expected of a species obsessed with knowledge and record-keeping, Drallish is a very precise language with an enormous vocabulary and different words to describe subtle variations of the same thing or concept. Truly mastering the language is difficult for native speakers, and most non-Drall are lucky to be at best conversant. Nearly all Drall also speak Basic fluently, and most tend to speak multiple languages.

THE FIRST DUCHESS AND THE ARCHITECTS

The Drall have recorded their history for tens of thousands of years, going back long before the establishment of the Galactic Republic. However, prior to their recorded history, the Drall believe they were visited by an almost-mystical race of beings known as the Architects, who they maintain also built the vast Centerpoint Station. According to legend, the Architects moved their homeworld into orbit around Corell, along with the other planets of the Five Brothers. Descending to the Drall, the Architects walked among the creatures that crawled upon Drall.

At that time, the Drall were little more than beasts, who burrowed into the ground in terror. However, one Drall remained above the ground, her curiosity overcoming her fear. The Architects rewarded her courage by bestowing on her intelligence and wisdom, so that she could record the deeds of the Architects and rule over her people. Thus, she became the First Duchess. Generally considered an allegorical myth, some Drall maintain that the story is more fact than fantasy and that a chronicle of the Architects, known as the Celestial Record, actually exists. Such claims are usually dismissed out of hand by more sensible Drall.



Life on the Fringe: As a rule, the Drall are not an adventurous species, preferring to read about and study the galaxy from afar rather than experience it directly. However, some Drall do take to the stars to explore and seek knowledge and opportunities beyond their homeworld, an activity viewed as peculiarly un-Drallish by their peers. Because of their natural proclivities, Drall will most readily take on the roles of Doctor or Scholar, though particularly outgoing individuals might assume the mantle of Politico or even Trader.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	4	2	2	2

- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Drall begin the game with one rank in Knowledge (Education). They still may not train Knowledge (Education) above rank 2 during character creation. Drall have a mind for problems and their solutions. In addition to using his skill or characteristic rating, a Drall adds ▢ to the dice pool when providing skilled assistance.

SELONIANS

For Selonians, nothing is more important than the protection and preservation of their species, and they will go to any lengths to defend their homeworld and their kin. Honorable and forthright to a fault, Selonians appear backwards and gullible to outsiders, but what they lack in cunning they make up for in ferocious determination.

Physiology: Covered in short, sleek brown or black fur, Selonians are carnivorous, mammalian bipeds with long, slender bodies and elongated heads that bristle with whiskers. Adult females average about two meters tall, making them significantly taller than most humans, with slightly longer arms and legs. Males of the species tend to be smaller and weaker than the females. Selonians have strong tails about a half meter long that they use to counterbalance themselves when walking upright. Though generally bipedal, Selonians can move comfortably on four limbs, and their retractable claws can be used for digging and burrowing, climbing, or defense. Most Selonians are sterile females, with only one fertile female per den, and relatively few males.

Society: Selonian society is governed by a rigid caste system, which is itself a product of their biology. Though a technologically advanced society, there is no central authority on Selonia. Their culture is orga-

AN OPPRESSED MINORITY

Treated as little better than prized breeding stock, male Selonians do not have many rights in Selonian society. Smaller and far less numerous than their female counterparts, they are generally considered inferior by the females of the species. Kept within their dens as virtual prisoners and expected to perform no other duties besides procreation with the Queen, male Selonians are rarely seen by outsiders.

In spite of this, Selonian females are often identified by their sept. This has nothing to do with paternal pride or affection, however, but instead identifies hereditary traits passed down through the male line. Though genetically predisposed to accept their status within Selonian society, some males do rebel at their life of forced indolence and servitude, albeit in a modest manner that doesn't endanger the welfare of the den, such as sneaking out of the den for several hours or petitioning the Queen for some sort of responsibility.

Female Selonians have difficulty understanding how males can be so fully integrated into human and other alien cultures, and they tend to view males in positions of authority with some degree of hesitation, if not outright suspicion. As such, Selonians are generally more favorably inclined towards matriarchal societies, such as the Drall.

nized around dens, which are composed of a single fertile female known as the Queen, a few males, and large number of sterile females. The dens are further divided into septs, the offspring of individual males. The females of the septs tend to serve specific functions within the den based on their genetic lineage, as determined by the Queen. Males in Selonian society have virtually no purpose beyond breeding and are generally dismissed as essentially useless for anything but procreation with the Queen.

Pragmatic, industrious, and sober, Selonians put the necessities and security of their den and their race in general above all else. Individual needs and desires are almost always subsumed to those of the den. Since the actions of an individual can affect the whole den, Selonians put a high value on honesty and fidelity. Duplicity among the members of a den is taboo in the extreme; lying is a crime on a par with murder. While Selonians are aware that most alien species are not as scrupulously honest in their dealings, they have difficulty comprehending deception and they are virtually incapable of outright deceit.

Some Selonians are trained to deal with outsiders, being schooled in language, culture, and expressions intended to put humans and other aliens at ease. To those unfamiliar with Selonian ways, they may appear outgoing and friendly, though most have no interests outside those of their den. Occasionally, a Selonian thus trained may become enamored of alien cultures and decide to travel beyond the Corellian System. These individuals are called Dravas ("Wanderers" in the Selonian tongue) and are generally viewed by most Selonians with a mixture of pity and disgust. Yet even these Wanderers put their den and race above all else, and most eventually return home to Selonia.

Homeworld: Selonians are native to the fifth planet of the Corellian System. Selonia is a temperate world abundant in water, with vast oceans covering most of its surface. The myriad small islands and archipelagos that make up the planet's landmass are connected by a sprawling and complex network of tunnels excavated by the Selonians beneath their world's oceans, allowing the natives to journey across Selonia without ever setting foot on a vessel. For more information on Selonia, see page 31.

Language: The Selonian language, Mandaba, is difficult for non-Selonians to speak, and virtually impossible for them to speak well. While several models of protocol droids are able to communicate fluently in Mandaba, even they cannot precisely convey every nuance of the language. The Selonian language is almost never heard outside of the Corellian System, but most Selonians who deal with outsiders are at least conversant in Basic.

Life on the Fringe: Selonians generally have little use for or desire to engage in events in the wider galaxy. However, those who do tend to have been specially trained to interact with humans and other aliens, and thus have a better understanding of non-Selonian cultures. A very small number of Selonians, known as Wanderers, occasionally seek out adventure beyond their homeworld, leaving behind their dens to explore the galaxy.

SPECIES ABILITIES



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Special Abilities:** Selonians begin the game with one rank in Coordination. They still may not train Coordination above rank 2 during character creation. The structure of a Selonian's eyes allows her to see in near total darkness. She may

remove all ■ added to checks due to darkness, though she still cannot see in absolute darkness.

- **Tail:** A Selonian's tail may be used as a Brawl weapon. When used to attack, it uses the Brawl skill combined with the Agility characteristic, but like most Brawl weapons, adds its weapon damage to the character's Brawn for total damage. It always counts as equipped, and has the following weapon profile (Brawl; Damage +1; Critical 5; Range [Engaged]; Disorient 2, Knockdown). The Selonian may trigger Knockdown with ❍, but still must spend additional ❍ to knock down targets with a higher silhouette as per the Knockdown quality rules.

CORELLIAN HUMANS

It is said that Corellians have rocket fuel for blood, and there is no doubt that they have a penchant for speed. Renowned pilots and spacefarers, Corellians tend to have an independent, somewhat reckless streak coupled with an enterprising, can-do attitude that makes them ideal smugglers, free traders, and explorers.

Physiology: Humans are the dominant species on Corellia. Though Corellians have a reputation for possessing quick wits and even quicker reflexes, there are no significant biological or physiological differences between the human natives of Corellia and humans elsewhere in the galaxy. They are genetically and anatomically as varied as most other human populations, though they tend to be slightly taller than average, and there are an unusually high number of Force sensitives among certain Corellian bloodlines.

Society: Corellians have a reputation for being individualistic and pragmatic, with a recklessness that causes them to act impulsively. Often possessing a deep-seated rebellious streak, Corellians tend to view themselves as a breed apart from other humans in the galaxy, whom they generally consider somewhat staid and spiritless. This combination of enterprising individualism and confidence can easily be taken for arrogance (which in some cases it is) but Corellians generally prefer determined resolve and immediate action to any perceived indecision or vacillation. While thoughtful reflection and sagacity is considered a virtue among Corellians, it is not always a quality they possess.

One trait seemingly shared by nearly every Corellian is a particular fondness for piloting fast ships. This characteristic has translated to the Corellian philosophy of shipbuilding, namely that faster is better. Nearly all Corellians are capable pilots by maturity, and swoop and speeder racing are popular pastimes. It is generally accepted wisdom that Corellians have naturally good instincts and quick reflexes, explaining their ability to push vehicles and starships to their limits (and survive), though evidence for this is often more anecdotal than scientific. In addition to their piloting skills, Corellians are renowned explorers, traders, engineers, and tinkerers. Corellians pioneered many of the trade routes that crisscross the galaxy, and their ships are nearly ubiquitous. They also have a not-wholly-undeserved reputation as smugglers and pirates.

For a people often thought of as self-centered lone wolves, Corellians put a high premium on family bonds and filial loyalty. Honor and fidelity are universally valued among them, and a Corellian's word is his bond. Though it is said there is no honor among thieves, even the basest Corellian criminal possesses some sense of honor and a moral code that guides his actions.

THE EMPIRE AND THE DIKTAT

Since time immemorial, Corellia has maintained its unique sense of independence from the rest of the galaxy. Though a founding member of the Galactic Republic and the leading manufacturer of starships in the galaxy, Corellia has often pursued an isolationist policy. Corellia even had a special proviso under the Galactic Constitution known as *Contemplanys Hermi*, an Olys Corellisi phrase meaning "meditative solitude," which allowed it to close its borders and temporarily withdraw from the Senate and its duties to the Republic.

For most of its history, Corellia was ruled by a monarch, but more than three centuries ago, King Berethron e Solo instituted a republic (that since evolved into a corporatocracy), which has since been headed by an elected executive known as the Diktat. The Diktat is charged with the direct administration of Corellia, as well as the overall governance of the whole sector, though this position and its duties can be more or less ceremonial depending on the individual Diktat and corporate powers managing the government. As such, the Diktat almost invariably holds the position of Governor-General of the Corellian Sector, making him the commander-in-chief of the Corellian military and director of CorSec.

Under Imperial rule, the Diktat was permitted to continue to govern the Corellian Sector, but became essentially a client state of Empire. A Grand Moff was even appointed to the sector, placed in overall command of the Imperial forces in the region. The Corellian military, for all intents and purposes, is completely under Imperial control, and civil government follows Imperial direction as well. The current Diktat, Daclif Gallamby, is a slightly paranoid individual who works closely with the Empire to ensure the security of the Sector.

Homeworld: One of the founding planets of the Galactic Republic, Corellia is among the foremost worlds in the galaxy. The nearest planet to the star Corell, Corellia is a temperate world of varied landscapes. Though much of the planet's surface remains pristine and rural, Corellia is dotted with sprawling cities—its capital, Coronet City, is one of the most lively, sophisticated metropolises in the galaxy. Massive shipyards and smelteries orbit the world, producing some of the fastest starships on the market. For more information on Corellia, see page 11.

Language: Though a distinct Corellian language exists, Corellians most commonly speak Basic. Olys Corellisi or "Old Corellian" is rarely spoken and is virtually a dead language. Olys Corellisi is occasionally used by smugglers and other Corellians on the fringes of society as a simple code to keep their communications secret from prying ears.

Life on the Fringe: Corellians can be found in almost every role and working every job on the fringe, from Smuggler to Scholar. The rest of the galaxy tends to see every Corellian as a blend of starhopper, smuggler, and pirate, a view that isn't entirely inaccurate. The Corellian sense of honor makes them less likely to take on truly unsavory jobs like assassinations, but there are exceptions, such as the infamous Corellian bounty hunter and assassin Dengar.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 xp
- **Special Abilities:** Corellians begin the game with one rank in Piloting (Planetary) or Piloting (Space). Because Corellians are naturally exceptional pilots and grow up handling swoops, airspeeders, and spacecraft from a young age, they may train Piloting up to rank 3 during character creation.

NEW WEAPONS

The Corellian System boasts a wide variety of diverse and unique weapons. These weapons are somewhat ubiquitous in the Corellian Sector, and can be purchased easily. However, at the GM's discretion, these weapons may also be available elsewhere in the galaxy. After all, Corellia is a major trading hub, and goods made here are sent to any number of other worlds.

BLASTERS

As any good smuggler knows, keeping a good blaster at your side is essential to survival in **Edge of the Empire**. Fortunately, nearly any type of blaster imaginable can be found in Treasure Row or in the back alleys of the Blue Sector, and while Corellia is not as renowned for its blasters as its ships, there are several small Corellian arms manufacturers who produce a wide assortment of weapons.

CDEF BLASTER PISTOL

A basic, cheap design manufactured by Corellian Arms, a subsidiary of the Corellian Engineering Corporation, the CDEF blaster pistol is the standard sidearm issued to CorSec officers. While it lacks the stopping power of many other comparable light blasters, the weapon's relatively small size, reliability, and ease of maintenance have kept it in service with CorSec since before the Clone Wars.

CORONET ARMS DUELING PISTOL

Crafted by Coronet Arms, a small weapons manufacturer known for producing high-quality blasters, these dueling pistols are almost invariably sold in pairs. Though illegal, dueling has a long history on Corellia, where honor often trumps law. Dueling pistols are virtually useless at any great range, the cohesion of their particle streams quickly dissipating, but these deadly accurate blasters are meant to be used at close range. Since a single shot is all that is permitted in a duel, the power packs only power one blast, but that shot will almost invariably be lethal.

CORONET ARMS HL-27 LIGHT BLASTER PISTOL

The HL-27 is a sterling example of the superior craftsmanship of weapons produced by Coronet Arms. Favored by the well-heeled of Corellia and those who wish to carry a first-rate blaster without necessarily announcing that they are armed, the HL-27 is an excellent choice for those who prefer discretion to bellicose valor without sacrificing firepower. It is not uncommon for CorSec agents who can afford them to carry the HL-27 in preference to the standard CDEF blaster pistol.

TABLE 3–1: RANGED WEAPONS

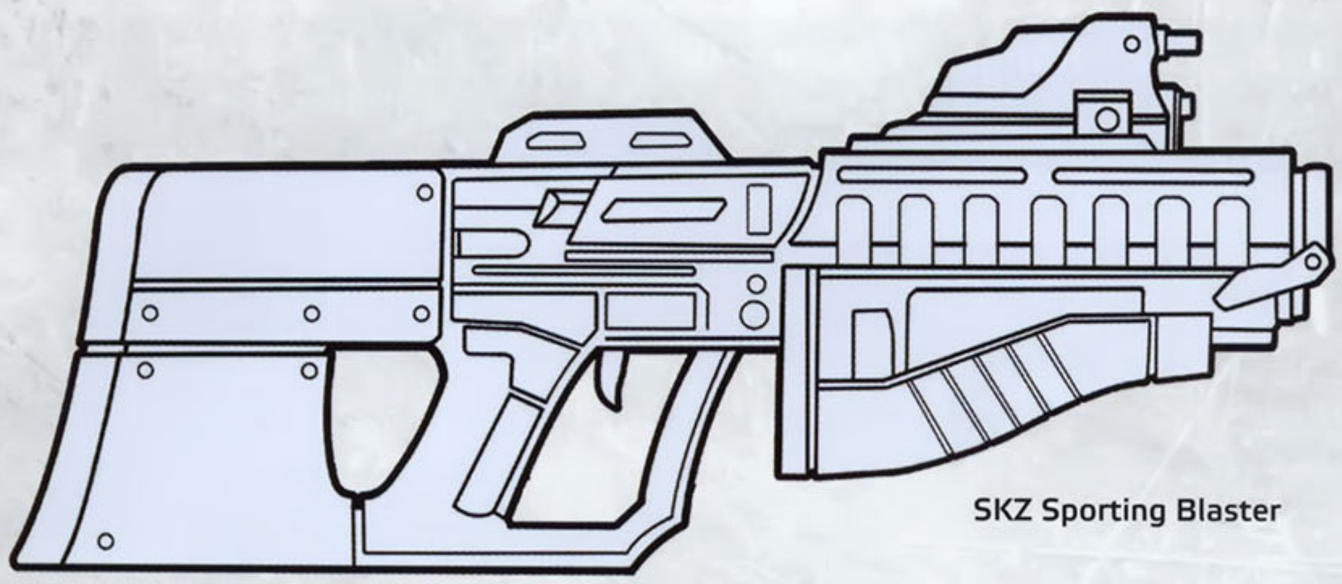
Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Energy Weapons									
CDEF Pistol	Ranged (Light)	5	4	Medium	1	1	150	4	Inferior, Stun setting
Dueling Pistol	Ranged (Light)	9	2	Short	2	2	750	5	Accurate 1, Limited Ammo 1, Pierce 1
HL-27 Light Blaster Pistol	Ranged (Light)	5	3	Medium	1	2	450	4	Accurate 1, Stun setting
XL-2 "Flashfire" Blaster Pistol	Ranged (Light)	5	3	Medium	1	3	450	5	Disorient 1, Stun Setting
H-7 "Equalizer" Blaster Pistol	Ranged (Light)	7	2	Medium	2	3	1,200	8	Stun setting, Superior
Spukami Pocket Blaster Pistol	Ranged (Light)	5	3	Short	1	1	200	2	Stun setting
CR-2 Heavy Blaster Pistol	Ranged (Light)	7	4	Medium	2	2	600	5	Stun setting
SKZ Sporting Blaster	Ranged (Heavy)	8	4	Long	3	4	600	4	Stun setting
Slugthrowers									
ASP-9 Autopistol	Ranged (Light)	4	5	Short	1	0	150	4	Auto-fire
Mark V Hunting Rifle	Ranged (Heavy)	7	5	Long	5	2	1,750	7	Accurate 1, Cumbersome 2
Selonian Shard Shooter	Ranged (Heavy)	5	3	Medium	4	2	1,500	7	Auto-fire, Pierce 1
Explosives and Other Weapons									
Corellian Compound Bow	Ranged (Heavy)	5	5	Medium	3	1	200	5	Cumbersome 3, Knockdown, Limited Ammo 1, Pierce 1
Explosive Tipped Arrows	Ranged (Light)	6	3	Medium	0	0	50	6	Blast 4, Limited Ammo 1
Stun Arrows	Ranged (Light)	6	N/A	Medium	0	0	60	6	Limited Ammo 1, Stun Damage
Styanax Lance	Ranged (Heavy)	8	3	Short	8	2	200	8	Cumbersome 4, Limited Ammo 1, Pierce 3, Vicious 1

TALUS IRONWORKS XL-2 "FLASHFIRE" LIGHT BLASTER PISTOL

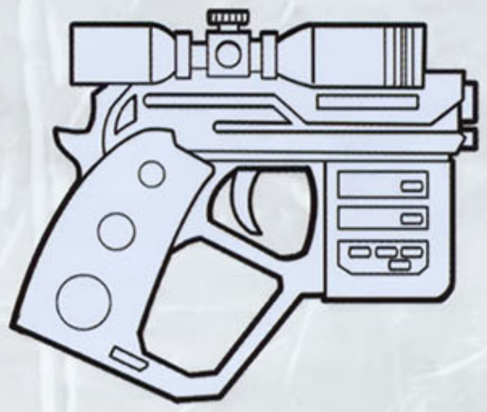
A product of the Talus Ironworks, the XL-2 "Flashfire" is one of the flashiest blasters credits can buy, both figuratively and literally. The XL-2 is a plasma-based blaster that emits a significant amount of highly energetic particles when fired. However, the design of the focusing element disperses the beam very slightly, creating a brilliant flash when the blaster discharges. While the power output of the blaster is not particularly impressive, the flash can daze and temporarily blind an opponent, giving the wielder a slight edge in a gunfight.

CORONET ARMS H-7 "EQUALIZER" BLASTER PISTOL

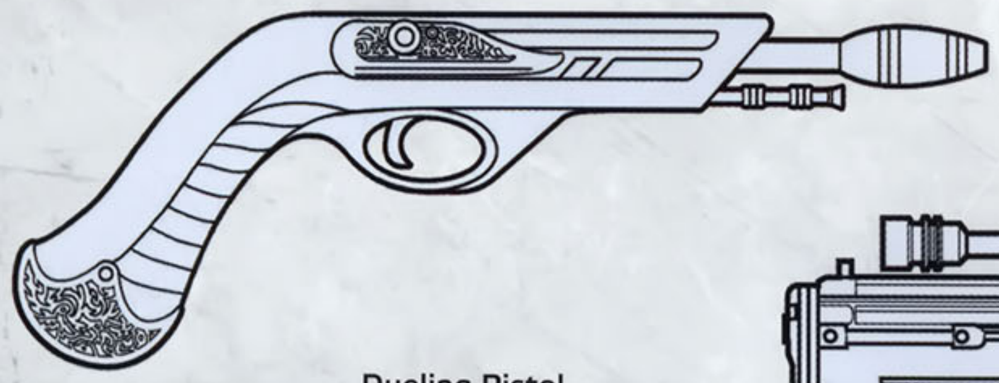
Considered by many to be one of the finest production model blasters in the galaxy, the H-7 "Equalizer" possesses virtually unparalleled quality and precision. Produced in limited numbers, the Equalizer is extremely sought after in spite of its high price, and buyers often have to wait months to obtain one. High-ranking officers in the CorSec and successful free-traders carry H-7s as status symbols as well as due to their impressive firepower and accuracy.



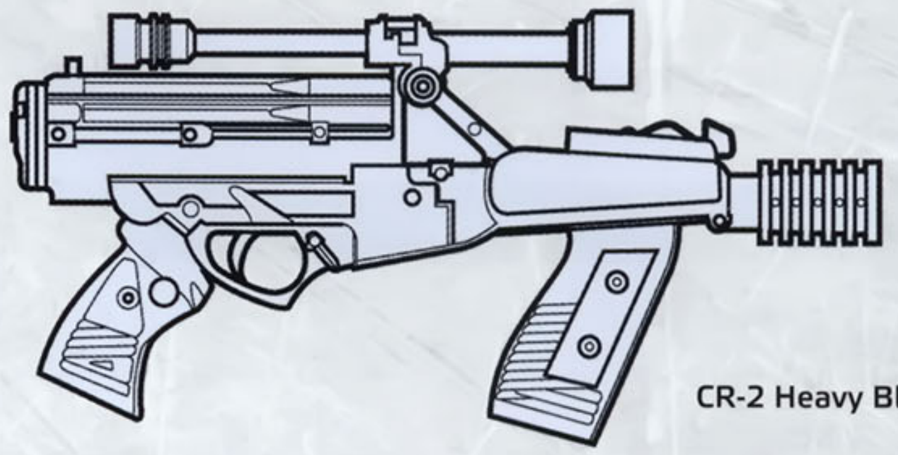
SKZ Sporting Blaster



HL-27 Blaster Pistol



Dueling Pistol



CR-2 Heavy Blaster Pistol

FED-DUB PROTECTIVE SERVICES SPUKAMI POCKET BLASTER PISTOL

This unassuming pistol produced by Fed-Dub Protective Services Inc. provides citizens of the double worlds with a last-ditch punch for personal protection. The Spukami is designed for close-quarters combat only, and while it hits hard, it also loses accuracy quickly at any kind of range.

When firing the Spukami at short range (or longer), the weapon gains the Inaccurate 1 quality (it does not gain this quality when fired at an engaged target). Add ■ to a character's Perception check when attempting to find a holdout pistol on a person's body.

CORELLIAN ARMS CR-2 HEAVY BLASTER PISTOL

Produced by Corellian Arms, the CR-2 heavy blaster pistol is a somewhat outdated weapon. Though no longer in production, the CR-2 is still used by several police and security forces throughout the galaxy. Firing a focused beam of charged plasma, the CR-2 is reliable and easy to maintain. The blaster is usually fitted with a second under-barrel forearm grip to increase its firing stability.

SKZ SPORTING BLASTER

The Corellian Arms SKZ Sporting Blaster is a popular civilian weapon used for hunting and self-defense. A relatively compact and simple design that has been in production for centuries, the SKZ doesn't have the power of military grade blaster rifles, but has good range and is capable of bringing down all but the largest game. The SKZ comes with a rail system for easily adding attachments and can be quickly broken down into three parts for transport in a small case.

SLUGTHROWERS

Most Corellians prefer sporting a flashy blaster to an archaic slugthrower, but there are exceptions to this rule. From simple, cheap, and efficient slugthrowers carried by thugs and criminals to exceptionally well-crafted rifles and bows used for hunting, these "antiquated" weapons see widespread use among a broad swath of Corellian society.

ASP-9 "VRELT" AUTOPISTOL

Marketed by Talus Ironworks as the ASP-9, this pistol is more commonly known as the Vrelt, after a vicious rodent native to the Corellian System. A cheap,

simple design, the ASP-9 fires comparatively small rounds in rapid bursts. Though notoriously inaccurate, the weapon's ability to unleash a hail of lead and the ease with which it can be concealed make the Vrelt a favorite of thugs and criminals. It is not uncommon for bodies riddled with slugs to be found in the back alleys of the Blue Sector or the slums of Dearic.

CORONET ARMS MARK V "SAND PANTHER" HUNTING RIFLE

Coveted by big game hunters who can afford the steep price, the Coronet Arms Mark V "Sand Panther" is a superb rifle with excellent range, accuracy, and stopping power. Like other Coronet Arms designs, the Mark V is precisely tooled, with handcrafted stocks made of golden creshik wood imported from Tralus. The rifle's exceptionally long barrel allows the weapon to be accurate, even at extreme ranges. Due to the length and caliber of the barrel, the Mark V is somewhat cumbersome and has a considerable recoil when fired, which is somewhat dampened by a pneumatic recoil buffer built in to the rifle's firing mechanism.

SELONIAN SHARD SHOOTER

A peculiar weapon, the Selonian shard shooter is a relatively compact slugthrower that fires razor-sharp crystalline ammunition. Instead of a chemical propellant, the shard shooter uses a sophisticated electromagnetic propulsion system to accelerate the shards down its barrel at tremendous velocity. The weapon fires in bursts, unleashing a storm of lethal shards at its target, capable of penetrating modern armor and the shredding flesh and bone beneath. Since this weapon is only produced on Selonia, finding the shard ammunition outside of the Corellian System is next to impossible.

CORELLIAN COMPOUND BOW

A massive bow made of composite materials, the compound bow uses a system of cams and cables to lever the arms and reduce the draw weight when fully drawn, allowing for longer, more accurate aiming. This is almost a necessity for Corellian bows, since their draw weights tend to be in the range of 55 to 85 kilograms. Some Corellians consider drawing a bow a true test of a man's strength, and bows with draw weights of less than 50 kilograms are general considered children's models. The impressive tension stored in a Corellian compound bow allows the broadhead arrows fired from one to deliver a tremendous amount of kinetic force.

Regular arrows are cheap to replace; if the GM needs to set a price he can charge 1 credit per arrow. These bows can also be used to fire special explosive tipped or stun arrows instead of the normal broadhead arrows. If these arrows are used, use the secondary profile given on **Table 3–1**.

STYANAX LANCE

A large, vicious harpoon gun, the styanax lance has been used by countless generations of stabmen to hunt the ferocious sea serpents that haunt the stormy Sea of Jarad on Tralus. Mounted at the bows of their nagaks (the wide-hulled, oar-powered boats used by the human and Selonian seafarers of Tralus), the styanax lance is a meter-and-a-half long harpoon with a sharp, barbed durasteel tip designed to penetrate the armored scales and tough skin of the styanax. Thrown by the strong arms of the stabmen, the lance is attached to a stout flexisteel cable about two hundred meters long, which the stabmen use to haul in their prey. Rarely seen outside of Tralus, the styanax lance is occasionally used by off-world big game hunters on safari to bring down particularly large beasts, such as giant gundarks or bull rancors.

MELEE WEAPONS

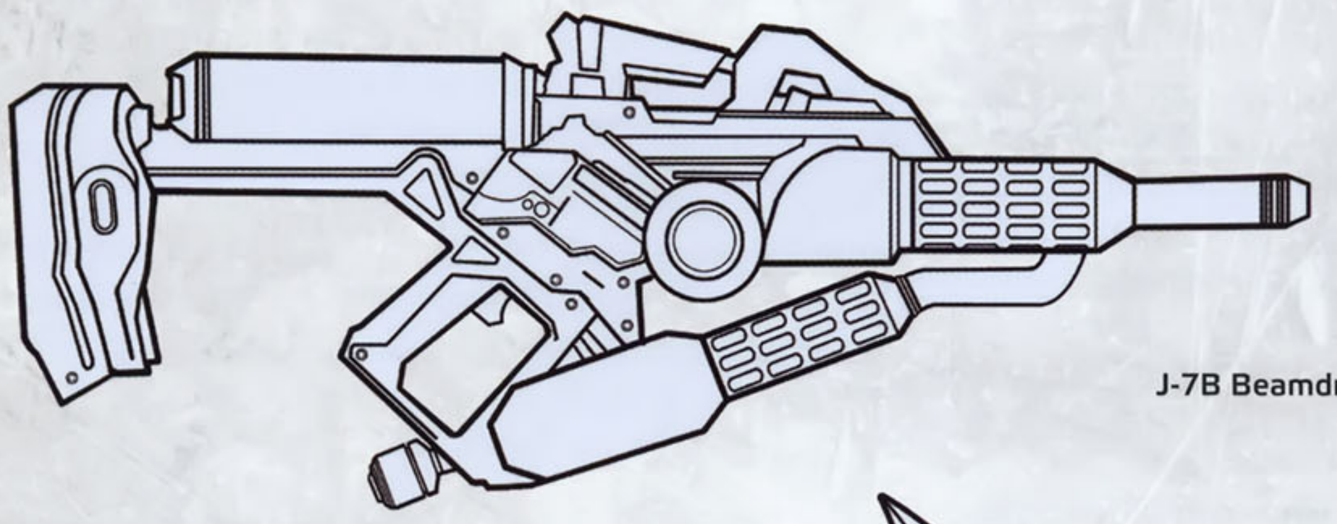
Though most Corellians would prefer to keep their foes at a distance, some savor the thrill of hand-to-hand combat (or simply prefer having a solid backup plan in case of close combat). Aside from the wide range of vibroblades to be found on Corellia, the following section lists some of the more exotic melee weapons to be found on the Five Brothers.

CORELLIAN CUTLASS

Traditionally granted to Corellian naval officers upon being promoted from ensign or sub-lieutenant to full lieutenant, the Corellian cutlass is a relatively short, broad saber with a solid hand guard. While generally considered little more than ornamental blade,

TABLE 3–2: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Corellian Cutlass	Melee	+2	3	Engaged	2	1	300	3	Defensive 1, Vicious 1
J-7b Beamdrill	Melee	9	2	Engaged	6	0	3,000	5	Breach 1, Cumbersome 4, Inaccurate 2, Sunder
Drall Flashstick	Melee	+2	—	Engaged	2	2	375	4	Disorient 3, Stun Damage
Selonian Glaive	Melee	+3	3	Engaged	5	3	1,200	7	Defensive 1, Pierce 3



J-7B Beamdrill



Selonian Glaive



Drall Flashstick



Corellian Cutlass

the weight and craftsmanship of the cutlass makes it an effective weapon in close combat. Some Corellian free-traders who previously served in the navy retain their cutlasses and continue to wear them.

J-7B BEAMDRILL

The standard beamdrill used by Corellia Mining Corporation, the J-7b has been in service since before the Clone Wars. Using intense pulses of plasma to strip away rock, the beamdrill can carve through virtually anything, including armor. While not intended to be a weapon, the cumbersome beamdrill can be extremely lethal if used as a makeshift weapon, and has even seen use by pirates to breach the hulls and bulkheads of their prey vessels.

DRALL FLASHSTICK

Used almost exclusively by the Drall constabulary, the flashstick is a non-lethal weapon used to subdue criminals and other undesirables. A small metal baton, the flashstick emits a brilliant, coruscating flash of light when striking a target, which is capable of temporarily blinding and stunning its mark. The flashstick is particularly effective against Drall, Defel, Selonians, and Sullustans, whose eyes are sensitive to light; the weapon has virtually no effect on species who don't rely on visual senses, such as the blind Miraluka and the troglodytic Cthon.

SELONIAN GLAIVE

Individually crafted by Selonian females as a rite of passage, the Selonian glaive is a unique work of art as much as it is a weapon. At maturity, a female is expected to collect the materials need to create the glaive herself, and wielding the weapon in battle is a mark of worth among the Selonians. A heavy wooden pole, typically about two meters in length, forms the body of the weapon, with a large, razor-sharp obsidian blade attached to one end and obsidian hooks and barbs affixed to the other end. A peculiar mineral in Selonian obsidian makes the volcanic glass more stable and far less brittle than normal, giving it unusual strength and toughness, as well as a distinctive iridescent quality. The edge of the glaive's blade is mere nanometers thick, allowing it to slice through armor, flesh, and bone with contemptuous ease.

TABLE 3–3: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Catch Vest	0	2	300	1	0	3
Nomad Greatcoat	0	1	100	1	0	4
Type III "Berethron" Armor	1	1	(R) 1,250	3	3	6
Combat Flight Suit	1	0	(R) 3,000	4	2	6

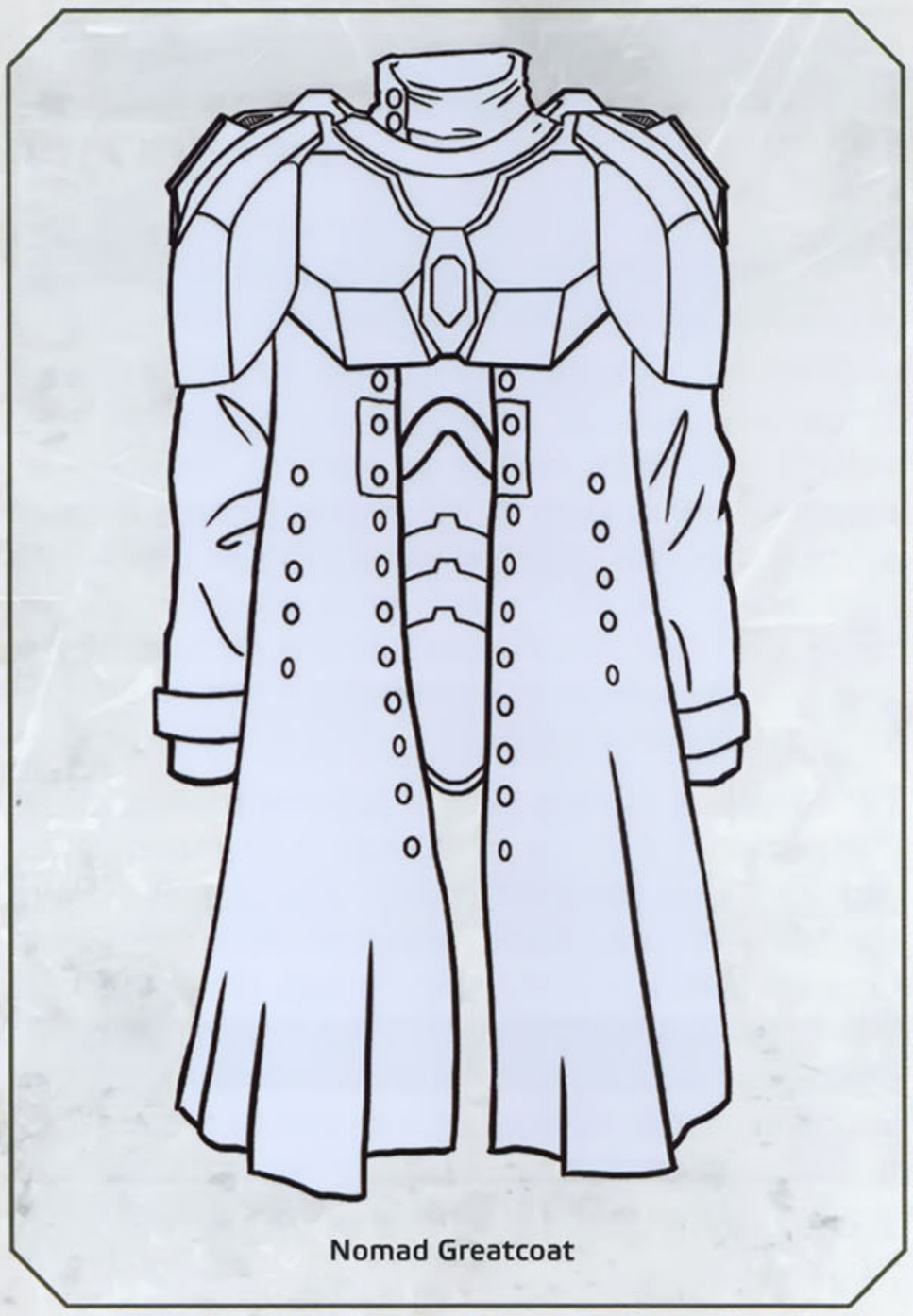
ARMOR

No armor can completely protect the wearer from modern weaponry, but it can provide some defense against otherwise lethal attacks. This section details several types of armor common to the Corellian System.

CATCH VEST

Worn by many Corellians who live on the fringe, the innocuous catch vest has saved the lives of many free traders. Made of tightly woven energy-absorbing fibers, the catch vest is able to partially diffuse blaster shots. Indistinguishable from regular clothing, the catch vest is an excellent choice for those wishing to add some extra protection without advertising the fact.

Catch vests have a soak value of 2 against damage from energy-based weapons only; they provide only 1 point of soak against all other forms of damage.



Nomad Greatcoat

NOMAD GREATCOAT

Long associated with the inhabitants of the Nomad Mountains, this distinctive greatcoat has become popular since its adoption by the military of Corellia as cold weather wear. Traditionally made from the tanned hide of the sharnaff, the greatcoat is a heavy, waterproof overcoat that hangs below the knees. The greatcoat typically has a removable insulated lining that provides exceptional protection against the cold and elements.

The Nomad Greatcoat reduces the difficulty of Resilience checks made to resist the effects of extreme cold by one, and removes ■ added to checks due to extreme cold.

TYPE III "BERETHRON" PERSONAL MODULAR ARMOR

Manufactured for the Corellian military and CorSec forces, the Type III "Berethron" Personal Modular Armor system is a relatively lightweight form of armored clothing that allows for significant mission-specific customization. Made of an energy-dispersing mesh fiber, with strategically placed plastoid plates woven into the fabric, Berethron PMA provides a good degree of protection without severely impeding the wearer. The ability to significantly customize and upgrade the armor distinguishes Berethron PMA from other armored clothing, allowing the wearer to be prepared for many situations without donning cumbersome, restrictive laminate or heavy battle armor.

TX-3 COMBAT FLIGHT SUIT

An armored flight suit manufactured by Corellian Technologies primarily for starfighter pilots, the TX-3 is used by the CDF and several other system defense forces, and is also popular with pirates, mercenaries, and bounty hunters. Similar to the combat flight suits worn by Imperial pilots, the TX-3 provides slightly better protection from the vacuum of space, as well as moderate defense from concussive and energy attacks. The fibers in the suit provide decent protection from the extreme cold and radiation a pilot is likely to experience in deep space. Without an external oxygen source, a person wearing a TX-3 flight suit can survive for up to 24 hours in hard vacuum.

GEAR

Not every tool in a rogue's arsenal is designed for combat. Indeed, most operators on the fringe would prefer not to have to resort to violence to make their credits, and even mercenaries and bounty hunters need more than a blaster to succeed in their trade.

COMMUNICATIONS

Keeping in touch with allies and underworld contacts is vital to the success of anyone operating beyond the law. Keeping those communications secret can also be just as important.

CIRENIAN COMMUNICATIONS PIONEER LONG-RANGE TRANSCEIVER

Also known as subspace transceivers, hypertransceivers are used for nearly instantaneous, faster-than-light communications between star systems. While not as advanced and efficient as those linked in to the HoloNet, hypertransceivers can send messages several light years, with powerful models such as this one able to transmit up to 100 light years. Most planets in the galaxy are integrated into a local subspace network independent of the galaxy-spanning HoloNet, with hyperspace transceivers on deep-space relay satellites to create sector-wide communications grid.

Most starships have hypertransceivers to send long-range messages and transmit distress signals. Small, portable hypertransceivers are also available, with ranges up to about 25 light years. Utilizing local subspace systems, these transceivers can potentially send a message anywhere in the galaxy, routing the transmission across networks. Many smugglers and assorted criminals prefer to send messages using private hypertransceivers rather than the HoloNet in order to make their communications harder to detect and trace.

CARBANTI UNITED ELECTRONICS WHISTLER

Designed to encode messages sent over comlink or via subspace, encryption modules attach to comlinks or hypertransceivers and allow for secure communications on the battlefield or across long distances. Significantly larger and far more sophisticated than a simple comm scrambler, encryption modules use extremely complex algorithms and ciphers to code transmissions. Without the decryption key needed to decode the transmission, it is nearly impossible to break the code. Used primarily by diplomats, military, and large corporations, encryption modules have also proved useful for bounty hunters, smugglers, and others on the fringe who wish to keep their communications private.

CORELLIAN BLOODSTRIPES

The highest and most prestigious Corellian military honor, Bloodstripes are yellow or red piping stitched down the trouser legs. Bloodstripes are only awarded for conspicuous gallantry, most often for valor following deliberation and forethought rather than any sort of purely visceral courage and daring, which Corellians consider the highest form of bravery. Given the Corellian propensity to act impulsively, deliberative action is highly valued. A recipient of Bloodstripes may add ■ to any social skill checks when dealing with a Corellian. However, anyone caught wearing Bloodstripes without actually having earned them earns the enmity of any Corellian. At the very least, any future social skill checks with that individual would suffer ■ ■, but it's just as likely that a hot-blooded Corellian might challenge the character to a showdown.

Attempts to decode messages sent through an encryption module without a receiver with the decryption key are **Formidable (◆ ◆ ◆ ◆ ◆)** and require the use of sophisticated equipment, such as a ship's mainframe or a Class One droid. Attempts to decode an encrypted message without a computer are impossible.

BESPIN MOTORS REMOTE DVI ACTIVATOR

Useful for those needing to make a speedy getaway, a remote activation controller (also known as a beckon call) is a small, handheld device that can be worn on the wrist or stowed in a pocket. Linked to a slave circuit, a beckon call allows the user to remotely activate the coupled vehicle or starship. Inexpensive, low-end models, such as the Bespin Motors Remote DVI Activator, have relatively short ranges of no more than two to five kilometers, while exceptionally sophisticated beckon calls can transmit through hyperspace up to a parsec and instruct the ship's autopilot to fly to the user's location.

Inexpensive models simply activate the vehicle or ship's engines from no more than 5 kilometers away and run simple pre-flight checks, allowing the pilot to take off right away. More advanced beckon calls can summon a vehicle or starship, though the autopilot is only capable of performing simple maneuvers, which can be complicated by weather conditions and other obstacles. Some models can be used to remotely pilot a vehicle or starship via slave circuit, though this requires a **Daunting (◆ ◆ ◆ ◆) Piloting check**.

CYBERNETICS

While cyborgs are generally viewed with a bit of disdain by most Corellians, cybernetic limbs and enhancements are relatively common on Corellia. Still, locals tend to prefer discreet replacements that appear as natural as their organic counterparts.

TABLE 3–4: GEAR AND EQUIPMENT

Item	Price	Encum	Rarity
Communications			
Hypertransceiver	1,000	5	3
Encryption Module	1,250	3	6
Remote Activation Controller (short range)	300	0	4
Remote Activation Controller (long range)	1,500	0	7
Cybernetics			
Avionics Interface	8,000	–	6
Detection Devices			
Hyperwave Signal Interceptor	10,500	5	8
Weapon Detection Goggles	750	1	5
Droids			
Cam Droid	800	–	3
Fire Suppression Droid	8,000	10	4
Drugs and Consumables			
Corellian Whiskey (bottle)	25	1	2
Corellian Whiskey (25 bottle case)	500	20	2
Whyren's Reserve (bottle)	100	1	4
Whyren's Reserve (20 bottle case)	1,500	10	5
Ji Rikknit (dose)	50	0	6
Ji Rikknit (100 dose cargo container)	3,000	5	7
Nannarium Root (dose)	200	0	6
Ryshcate (cake)	10	0	2
Tools			
Anti-grav Chute	450	1	5
EVA Powersuit	1,500	12	7
Gravity Belt	500	–	6

TAGGECO. CAAF-2 SYSTEM CYBERNETIC AVIONICS INTERFACE

Implanted in the palm and fingers of the user (or incorporated into prosthetic hands) and linked to the user's brainstem, the cybernetic avionics interface allows a pilot to connect with his airspeeder or starship's avionics and flight control systems at a digital level. While interface doesn't eliminate the need for manual control of a vessel, it does significantly improve a pilot's reaction time and help provide instantaneous feedback from the ship's computer.

A character with a cybernetic avionics interface and at least 1 rank in Piloting (Planetary) or Piloting (Space) gains +1 to the appropriate Piloting skill when flying a starship or airspeeder. The avionics in speeders, swoops, and other repulsorcraft are generally too primitive to interface with, but a player may do so at the GM's discretion if the vehicle is equipped with a particularly advanced flight control computer.

DETECTION DEVICES

Knowing what one's foe is planning can grant an unparalleled advantage. These items can help the user gain insight into the plots and schemes of the competition, and can prevent a character from falling prey to unpleasant surprises.

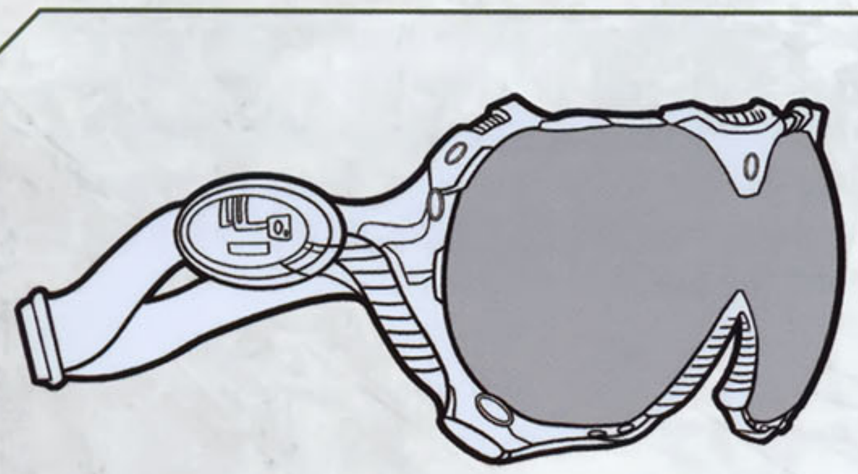
BOTHAWUI COMMUNICATIONS CONGLOMERATE HSI-280 HYPERWAVE SIGNAL INTERCEPTOR

A sophisticated subspace receiver, the hyperwave signal interceptor (HSI) is designed to covertly listen in on communications sent through the HoloNet or by hypertransceivers. Capable of scanning a broad band of subspace frequencies, an HSI can detect and pick up nearly any hypercommunications originating with ten light years of the receiver. Additionally, since they can detect even the smallest fluctuations in hyperspace, they can be used by skilled operators to track vessels through hyperspace, providing several minutes' warning prior to a ship exiting hyperspace or giving the user a fairly good idea of the general course and direction of a vessel in hyperspace.

CRYONCORP ARMASCAN WEAPON DETECTION GOGGLES

A weapon detector is a specialized sensor built into goggles able to detect the presence of power cells used in blasters, explosives, and the chemical propellants used in slugthrowers, as well as many types of melee weapons, such as knives, swords, and stun batons. Weapon detectors are used in many secured or restricted locations (like starports, military bases, and prisons) to prevent unauthorized weapons from pos-

ing a security threat. These devices are also used by those on the fringe, who are no less concerned with concealed weapons. A character using a weapon detector may add up to ■■ to Perception checks when attempting to find a concealed weapon on a person.



Weapon Detection Goggles

DROIDS

Droids are so much a part of everyday life that most people rarely even notice them. While many droids are capable of independent thought and develop unique personalities, other droids, particularly Class Five labor models, are little more than tools intended to assist their organic masters.

INDUSTRIAL AUTOMATION HOLOGLIDE J57 CAM DROID (MINION)

Cam droids, or hovercams, are small, relatively simple droids equipped with repulsorlifts and recording devices. Used to record news, sports and entertainment events, as well as for security, cam droids are a common sight throughout the galaxy. As such, they are also ideal for scouting and espionage purposes, able to go virtually anywhere without drawing undo attention. While some cam droids are highly intelligent and capable of autonomous action, most are simple devices. Most cam droids can broadcast whatever they record in real-time, up to a distance of several kilometers, allowing the holovids to be rebroadcast or viewed by a remote operator.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
0	2	0 / 0

Skills (group only): Perception, Vigilance.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons and toxins), Flyer (the cam droid can fly, see page 202 in the **Edge of the Empire** Core Rulebook).
Equipment: Holocam.

INDUSTRIAL AUTOMATON FD-SERIES EXTINGUISHER DROID (MINION)

A highly specialized maintenance droid, fire suppression droids perform the singular function of putting out fires. These droids are particularly useful aboard starships, where fires can quickly burn up the oxygen and cause irreparable damage to a vessel. Generally mounted on tracked chassis or repulsorlifts and fitted with large tanks of chemical fire retardants, fire suppression droids can quickly respond to out-of-control fires raging through a ship and are able to safely work under conditions that would be hazardous or even lethal to organic beings.

Fire suppression droids can be used aboard any vehicle or starship with a silhouette of 4 or larger. However, the larger the vessel, the more droids are needed to adequately protect the vessel from fires. A vessel with a silhouette of 4 may require only one fire suppression droid, while a bulk transport or corvette would need several; a starship the size of an Imperial Star Destroyer would need hundreds of droids to adequately protect its massive bulkheads and kilometers of corridors and access shafts. These droids are able to put out small fires independently.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	2	0 / 0

Skills (group only): Athletics.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons and toxins), Firefighter (may make an **Average (◆ ◆) Athletics check** to extinguish a fire; success extinguishes the fire within a number of rounds determined by the GM, and additional successes may reduce the time needed to extinguish the fire. Particularly large or dangerous fires may require more difficult checks at the GM's discretion), Fire Resistent (immune to fire damage or damage from weapons with the Burn quality).
Equipment: Fire suppression equipment.

DRUGS AND CONSUMABLES

While food and drink to satisfy virtually any palate can be found anywhere, this section details a few items peculiar to the Corellian System.

CORELLIAN WHISKEY/WHYREN'S RESERVE

A popular alcoholic drink from Corellia, distilled anywhere from three to twenty times and aged for several years in wooden casks. Corellian whiskey is character-

ized by a smooth, woody, slightly spicy flavor and relatively high alcohol content. With production methods strictly controlled by the government, only whiskeys distilled according to specific processes on Corellia and a few colony worlds can carry the label of Corellian whiskey. As such, Corellian whiskey is difficult to come by outside of the Corellian Sector and tends to be pricey.

Whyren's Reserve, an expensive label aged for up to two decades, is considered the finest Corellian whiskey available and often traded on the black market.



Whyren's Reserve

JI RIKKNIT

Cultivated from the ovum sacks of rikknits of New Plympto, a world located about midway between Corellia and Duro along the Corellian Trade Spine, ji rikknit is a highly-addictive narcotic. For centuries, several Corellian trade cartels have made vast fortunes off rikknit eggs and processed ji rikknit, which is popular in spice dens across the galaxy.

Ji rikknit provides no benefits save a mildly euphoric feeling in the user. However, if someone tries the narcotic, they must make an **Easy (◆) Resilience check** or gain a 1 value Addiction Obligation.

NANNARIUM ROOT

Large blue flowers native to Drall, nannariums are often cultivated for their beauty and sweet aroma when in bloom. The roots of the nannarium plant also have certain nootropic pharmacological properties. When properly prepared, the extract of the nannarium root is made into a tincture thought to increase the imbiber's cognition and mental acuity.

A character under the effects of distilled nannarium root extract may upgrade the ability of any Intelligence or Cunning-related check once, though doing so requires single-minded concentration and causes them to suffer 2 strain. The effects of a single dose of nannarium root last for about an hour.

RYSHCATE

A sweet, cake-like pastry, ryshcate is eaten by Corellians to mark holidays and special occasions. Made with Corellian whiskey and vweilu nuts, ryshcate has a very distinctive flavor that tends to conjure up memories of their homeworld and childhood for Corellian expatriates elsewhere in the galaxy. Due to the alcohol used in baking it, ryshcate cakes can be preserved and remain edible for years or even decades.

TOOLS

Having the right tools for the job is essential to success and survival, especially for those who live on the edges of society. Preparing for the myriad dangers bound to assail a fringer means being prepared for more than just a fight or quick escape. Operating in zero gravity or repairing a starship on the fly can be more important than a good blaster.

CORELLIAN TECHNOLOGIES SAVIOR ANTI-GRAV CHUTE

Intended to save pilots in the event of an emergency, anti-grav chutes are small backpacks with miniature repulsorlifts incorporated into them. An anti-grav chute does not allow the wearer to fly, but rather arrests his fall as he nears the ground. With an anti-grav chute equipped, a person can survive a freefall from several kilometers up. Specialized military forces also use anti-grav chutes for insertion behind enemy lines or combat assault jumps.

Characters equipped with an anti-grav chute take no damage or strain from falls. The speed of the fall also decreases significantly once the anti-grav chute activates, which means reaching the ground can take multiple rounds.

CORELLIA MINING CORPORATION EVA POWERSUIT

The extra-vehicular activity (EVA) powersuit is a fully-sealed powered space suit designed to facilitate external starship repairs in a vacuum. Equipped with a simple droid brain to help the wearer control the ponderous limbs and complicated maneuvering thrusters of the suit, as well as monitor its life support systems, the powersuit is equipped with a variety of tools, welders, and cutting lasers for making emergency repairs in a vacuum.

A character in an EVA powersuit ignores penalties for moving in zero gravity (and can move in zero gravity under power from its inbuilt thrusters, effectively allowing it to "fly" in zero gravity as per page 202 in the **Edge of the Empire** Core Rulebook). The EVA suit has a built-in arc welder, small cutting laser, and repair tools (it counts as having a tool kit for making repairs).

CORELLIAN VEHICLES AND STARSHIPS

Though Corellia is more often associated with starships than planetary craft and ground vehicles, the latter two are as common on the Five Brothers as anywhere else in the Core Worlds. While major offworld manufacturers such as SoroSuub, Mobquet, Incom, and Aratech compete with domestic makers for the lucrative Corellian market, the most successful vehicles share a single obvious attribute: speed.

AIRSPEEDERS

Airspeeders crowd the skies above Coronet City and the other metropolises of Corellia. Virtually every make and model of airspeeder in the galaxy can be found within the Corellian System, though as in every other mode of transportation, Corellians tend to abide by the philosophy that faster is better.

CAV-11 "CONDOR" AIRSPEEDER

A moderately well-armed, well-armored airspeeder, the CAV-11 "Condor" is an airspeeder intended for military and paramilitary forces as a scout and patrol craft. CorSec makes extensive use of the Condor to patrol Corellia and intercept smugglers. Armed with a pair of twin linked Ap/11 laser cannons and an ArMek SW-6a light ion cannon, the CAV-11 can deal with most non-military grade vehicles.



Hull Type/Class: Airspeeder/CAV-11.
Manufacturer: Corellian Engineering Corporation.
Maximum Altitude: 300 kilometers.
Sensor Range: Short.
Crew: One pilot.
Encumbrance Capacity: 12.
Passenger Capacity: 2.
Cost/Rarity: 30,000 credits/4.
Customization Hard Points: 2.
Weapons: Forward mounted twin light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

Top-mounted light ion cannon (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion).

G35 "SILVER CLOUD" AIRSPEEDER

A midsized airspeeder designed for corporate and light military use, the G35 is popular among business executives and moneyed interests of the Corellian Sector. Often luxuriously appointed, these fast airspeeders have a reputation for safety and reliability, and even come equipped with light deflector shields to protect the craft from in-air impacts and collisions.



Hull Type/Class: Airspeeder/G35.
Manufacturer: Corellian Engineering Corporation.
Maximum Altitude: 300 kilometers.
Sensor Range: Short.
Crew: One pilot, one co-pilot/navigator, one steward.
Encumbrance Capacity: 25.
Passenger Capacity: 10.
Cost/Rarity: 45,000 credits/4.
Customization Hard Points: 2.
Weapons: None.

LANDSPEEDERS

In general, Corellians are not a particularly grounded people, and even when on the ground, they like to go fast. Swoops and speeder bikes are incredibly popular on Corellia and its brother planets, and nearly every family has at least one (and usually several).

CEC D-22 "SCREAMER" SPEEDER BIKE

One of the most popular speeder bikes on Corellia, the D-22 "Screamer" appeals to the lust for speed that lurks in the heart of every Corellian. Insanely fast, the D-22 is barely more than an overpowered repulsor engine with saddle, a pair of handles, and control vanes attached. Designed around Incom's HpT10 repulsorlift engine (intended for use in high-performance airspeeders), the Screamer is built for speed, with minimal frills. The D-22 is also used by CorSec as a pursuit vehicle, in which case it carries an underslung light repeating blaster.



Hull Type/Class: Speeder Bike/D-22.
Manufacturer: Corellian Engineering Corporation.
Maximum Altitude: 35m.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 3.
Passenger Capacity: 1.
Cost/Rarity: 4,500 credits/3.
Customization Hard Points: 2.
Weapons: None.

MOBQUET S-5 "FLASHFURY" SWOOP

Mobquet Swoops and Speeders maintains its dominance in the swoop-racing market with vehicles like the Flashfury. A no-frills, blisteringly fast swoop, the Flashfury is as sure to win races as it is dangerous to drive. The swoop is infamous for having no protective equipment at all, lacking even a windscreen or safety restraints. However, it responds to the slightest touch of the controls and can outrun nearly every other ground vehicle, meaning Mobquet sells tens of thousands of them on Corellia every year.



Hull Type/Class: Swoop/S-5.
Manufacturer: Mobquet Swoops and Speeders.
Maximum Altitude: 50m.
Sensor Range: None.
Crew: One pilot.
Encumbrance Capacity: 0.
Passenger Capacity: None.
Cost/Rarity: 5,500 credits/3.
Customization Hard Points: 3.
Weapons: None.

SOROSUUB SERAPH "FLASH SPEEDER"

The Seraph-class landspeeder, colloquially known as the "Flash Speeder," is a small, relatively common model produced by the SoroSuub Corporation. Popular on Corellia for its compact size and speed, the Flash Speeder is a common sight on the streets of Coronet City and other cities, as well as rural areas of the planet. The Seraph is operated by a single driver, with room for three passengers in its open-topped interior. A pair of triple-drive turbine engine pods, which are mounted on an airfoil at the rear of the speeder, provide excellent speed and maneuverability.

CorSec utilizes an armed version of the Flash Speeder for security, patrol, and pursuit duty, mounting a light blaster cannon on a rotating swivel atop the rear spoiler.



Hull Type/Class: Landspeeder/Seraph-class.
Manufacturer: Corellian Engineering Corporation.
Maximum Altitude: 2 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 18.
Passenger Capacity: 3.
Cost/Rarity: 5,200 credits/4.
Customization Hard Points: 2.
Weapons: Top-mounted light blaster cannon (Fire Arc All; Damage 4; Critical 4; Range [Close]).

WHEELED AND TRACKED VEHICLES

While vehicles with wheels and articulated treads see relatively little use in the Corellian System, these "low-tech" vehicles still have their place. The Corellia Mining Corporation in particular uses many tracked vehicles, which have proven practical and efficient for its operations.

A-11 MODEL III "BURROWER"

Designed to excavate mine shafts, the Model III Tunnel Boring Vehicle is a sophisticated machine capable of burrowing through virtually any material. Equipped with a massive Karflo TS-Titan beamdrill, the TBV burrows through rock by reducing it to melted slag. Rated to tunnel down to 10 kilometers on most geologically active terrestrial planets, the TBV can burrow straight through asteroids and small, inert moons. The TBV is piloted by a two-man crew, who are kept safe in a heavily shielded command capsule within the body of the vehicle.

While not a practical vehicle for transport, TBVs have from time to time been used for unorthodox purposes; on at least one occasion, a TBV was used to gain access to an InterGalactic Banking Clan bullion depository beneath Coronet City.



Hull Type/Class: Tunneling Vehicle/TBV Model III.
Manufacturer: Corellia Mining Corporation.
Sensor Range: Close.
Crew: One pilot, one co-pilot/engineer.
Encumbrance Capacity: 25.
Passenger Capacity: 3.
Cost/Rarity: 45,000 credits/7.
Customization Hard Points: 2.

Weapons: Forward mounted heavy beamdrill—this weapon has a range of a few meters, and thus its range, **and only its range**, uses personal scale, not planetary scale (Fire Arc Forward; Damage 5; Critical 3; Range [Short]; Breach 3, Inaccurate 3).

A-19 "IRON CRAWLER" ARMORED TRANSPORT

Following the loss of several mining facilities and digger crawlers in the Outer Rim Territories, the need to provide adequate defense for its valuable assets on uncivilized, frontier worlds of the galaxy led the Corellia Mining Corporation to manufacture a new armored transport with enough firepower to deter marauders and large, aggressive predators. Since repulsorcraft were unsuited for certain environments and walkers proved too expensive to deploy and maintain, the A-19 "Iron Crawler" was developed to fill this role.

A rugged, heavily armed and armored tracked vehicle, the A-19 is powered by a scaled-down version of the nuclear fission reactor found in the digger crawler. Dependable and easily maintained and repaired, the Iron Crawler can operate for extended periods in the harshest climes. Armed with a heavy blaster cannon, auto-blaster, and concussion grenade launcher, the A-19 can deal with virtually any ground-based threat it is likely to encounter on the fringe.



Hull Type/Class: Armored Personnel Carrier/A-19.
Manufacturer: Corellia Mining Corporation.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot/engineer, two gunners.
Encumbrance Capacity: 40.
Passenger Capacity: 8.
Cost/Rarity: 12,500 credits/6.
Customization Hard Points: 4.

Weapons: Dorsal turret-mounted heavy blaster cannon (Fire Arc All; Damage 5; Critical 4; Range [Close]).

Forward mounted auto-blaster (Fire Arc Forward; Damage 3; Critical 5; Range [Close]; Auto-fire).

Top-mounted concussion grenade launcher (this weapon uses personal, not planetary scale) (Fire Arc All; Damage 10; Critical 4; Range [Extreme]; Breach 1; Blast 8; Limited Ammo 10).

WALKERS

Ponderous walkers have never fired the imagination of Corellians, who generally view such machines as incomprehensibly slow. However, like tracked vehicles, walkers have found a place in the mine shafts and quarries of Corellian Mining.

MEV2 "DUG DIGGER"

The Mining Excavation Vehicle, nicknamed the "Dug Digger" for a perceived resemblance to the aliens known as Dugs, has seen extensive service by the Corellia Mining Corporation. Designed to excavate mine shafts and tunnels using its high-powered drills and diggers, this low-slung walker can be found on worlds throughout the Corellian Sector and beyond, extracting mineral riches from beneath the ground. This rugged, two-legged walker is crewed by a pilot and mining operator from within the safety of its command pod, sealed to protect the crew from the extreme temperatures and poisonous gases of deep mines. MEV2s can also operate in a vacuum, allowing them to mine moons and asteroids that lack any breathable atmosphere. A large cargo compartment at the rear collects the valuable ore mined by the walker.

While not armed or intended to be used in combat, the drills and powerful arms of the Dug Digger can be used as weapons in a crisis, and the thick armor of its hull is impervious to small arms fire and any subterranean dangers that it might encounter.



Hull Type/Class: Walker/MEV2.
Manufacturer: Corellia Mining Corporation.
Sensor Range: Close.
Crew: One pilot, one co-pilot/mining operator.
Encumbrance Capacity: 100.
Passenger Capacity: None.
Cost/Rarity: 30,000 credits/5.
Customization Hard Points: 2.
Weapons: Arm-mounted beamdrill—this weapon has a range of a few meters, and thus its range, **and only its range**, uses personal scale, not planetary scale (Fire Arc Forward; Damage 5; Critical 3; Range [Short]; Breach 1).

STARFIGHTERS AND PATROL BOATS

Countless starfighters and fast patrol ships have poured out of Corellia's shipyards over the millennia. This section details some of the starfighters and patrol boats can be found in the Corellian Sector.

A-TYPE STILETTO

Nubia Star Drives makes some of the most distinctive vessels in the galaxy. They produce vessels that meet the specifications of exacting clients, and their products are inevitably of the very highest quality. Therefore, their take on a space superiority starfighter is inevitably both unique and deadly. The A-type Stiletto was first produced for an anonymous client, after which Nubia Star Drives sold copies to others who could afford them. The sleek, needle-shaped ship has no fins or other protrusions and comes plated in a reflective onyx finish. The hull wraps around the ship's two primary weapons: a long-barreled laser cannon tooled for accuracy and a single-shot, highly sophisticated concussion missile launcher.

The missiles are incredibly accurate and generally can kill another starfighter in a single shot. However, reloads must be purchased on Nubia and are expensive: each missile costs 1,000 credits and is (R).



Hull Type/Class: Starfighter/A-type Stiletto.
Manufacturer: Nubia Star Drives, Inc.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Medium.
Ship's Complement: One pilot.
Encumbrance Capacity: 8.
Passenger Capacity: None.
Consumables: 48 hours.
Cost/Rarity: 90,000 credits/7.
Customization Hard Points: 0.
Weapons: Forward mounted long-nosed laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Accurate 1).

Forward mounted hunter killer concussion missile launcher (Fire Arc Forward; Damage 7; Critical 3; Range [Short]; Accurate 1, Blast 4, Breach 4, Guided 4, Limited Ammo 1).

CONESHIP

Coneships are small, inefficient, and utterly unsafe vessels indigenous to Selonia. These primitive vessels are nothing more than truncated cones with bell-shaped reaction drives on the wide end. The prow

contains the cockpit, and room for two pilots and possibly a couple of passengers. Nobody flies coneships anymore if they can help it, though some dens maintain these vessels for dire emergencies.



Hull Type/Class: Small Transport/Coneship.
Manufacturer: Various Selonian Dens.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: None.
Ship's Complement: One pilot, one copilot.
Encumbrance Capacity: 2.
Passenger Capacity: None.
Consumables: One week.
Cost/Rarity: 5,000 credits/8.
Customization Hard Points: 0.
Weapons: None.

CL-1C LANCET INTERCEPTOR

Sleek, fast, and agile, CL-1c Lancet fighters are designed to intercept and destroy enemy starfighters. A wingless, dart-shaped craft with a prominent vertical maneuvering fin, the Lancet has a powerful Girodyne Ter22 high-output ion engine that provides exceptional speed and acceleration, allowing it to overtake most other starcraft. Used extensively by the Judicial Department during the days of the Old Republic, the Lancet is still employed by the Corellian defense and CorSec forces.



Hull Type/Class: Starfighter/CL-1c.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot.
Encumbrance Capacity: 4.
Passenger Capacity: 1.
Consumables: One day.
Cost/Rarity: 55,000 credits/5.
Customization Hard Points: 0.
Weapons: Forward-mounted linked medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

LAF-250 STARFIGHTER

The Light Attack Fighter Model 250 is the primary starfighter used by the Corellian Defense Force and CorSec. Designed to combine the roles of space superiority fighter and patrol craft, the LAF-250 fulfills these functions adequately, but excels at neither. While a capable, well-made starfighter, its engines and shields are somewhat underpowered and its armament consists of just a twin-linked pair of laser cannons, leaving the LAF-250 at a disadvantage against faster, more heavily-armed craft.



Hull Type/Class: Starfighter/LAF-250.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Short.
Ship's Complement: One pilot.
Encumbrance Capacity: 6.
Passenger Capacity: None.
Consumables: Two days.
Cost/Rarity: 60,000 credits/4.
Customization Hard Points: 1.
Weapons: Forward-mounted linked light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

HLAF-500 STARFIGHTER

A modified and upgraded version of the LAF-250 starfighter, the Heavy/Light Attack Fighter 500 boasts a number of significant improvements over its predecessor. Built on the same frame as the LAF-250, the HLAF-500 has powerful SoroSuub 9X2 fusial thrust engines that give the craft better performance, acceleration, and handling. To increase the starfighter's offensive capabilities, additional weapons hardpoints were added, allowing the HLAF-500 to be equipped with proton torpedo launchers.



Hull Type/Class: Starfighter/HLAF-500.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 2, Backup: None.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot.
Encumbrance Capacity: 6.
Passenger Capacity: None.
Consumables: Two days.
Cost/Rarity: 70,000 credits/5.
Customization Hard Points: 1.
Weapons: Forward-mounted linked light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).



Forward-mounted linked proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Breach 6, Blast 6, Guided 2, Limited Ammo 4, Linked 1, Slow-Firing 1).

PPB POCKET PATROL BOAT

A peculiar vessel, CEC's Pocket Patrol Boat is really an oversized starfighter designed for long-range, intersystem patrol duty. Used primarily by the Corellian Defense Force, the PPB can be found throughout the Corellian Sector, patrolling and policing the space lanes. Equipped with sophisticated sensors, the fast and relatively maneuverable PPB can overtake most free traders and blockade runners. The PPB's speed comes at the cost of armor, leaving it vulnerable to starfighters and well-armed attack craft.

Mounted in a turret atop the small PPB is a Taim & Bak heavy laser cannon, which gives the patrol boat a powerful punch for a ship of its size. Unfortunately, the power requirements of this weapon on a starfighter's power plant means it has a hefty recharge time. While useful against light and medium freighters, this high-powered, slow-firing armament is far less effective against starfighters. This limitation has done quite a bit to establish the PPB as a "second-rate" starfighter when compared to other vessels.

SILHOUETTE	SPEED	HANDLING	DEFENSE	ARMOR	HULL TRAUMA	SYSTEM STRAIN
3	4	0	1 - - 1	2	10	7

Hull Type/Class: Patrol Boat/PPB.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Long.
Ship's Complement: One pilot, one sensor officer/gunner.
Encumbrance Capacity: 12.
Passenger Capacity: None.
Consumables: Two weeks.
Cost/Rarity: 70,000 credits/5.
Customization Hard Points: 2.
Weapons: Dorsal turret-mounted heavy laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Short]; Slow-Firing 1).

PB-950 PATROL BOAT

An old model patrol boat in production for nearly three centuries, the PB-950 can still be found in service with Imperial Customs and local system defense forces throughout the galaxy, particularly beyond the Inner Rim. A rugged, reliable ship, the clunky PB-950 is known for its ability to withstand considerable punishment, as well as for possessing enough firepower to deal with starfighters and other small vessels it might encounter. While the venerable patrol boat is slowly being phased out in favor of newer models, PB-950 has become increasingly popular among smugglers and pirates, who still appreciate many of its qualities.

Mounted in turrets on either side of the ship's command deck are two medium ion cannons. Intended to immobilize smugglers' vessels before they could escape, pirates use stock ion cannons to disable their prey. The PB-950 also has a concussion missile launcher and an aft turret-mounted quad laser for dealing with starfighters.



Hull Type/Class: Patrol Boat/PB-950.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 3, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: One pilot, one co-pilot/navigator, 2 gunners.
Encumbrance Capacity: 150.
Passenger Capacity: 8.
Consumables: Three months.
Cost/Rarity: 150,000 credits/5.
Customization Hard Points: 3.
Weapons: Aft turret-mounted quad laser cannon (Fire Arc Aft, Port, and Starboard; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Port and starboard turret-mounted medium ion cannons (Fire Arc Fore and Port *or* Fore and Starboard; Damage 6; Critical 4; Range [Short]; Ion).

Forward concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Limited Ammo 8, Slow-firing 1).

FREIGHTERS AND TRANSPORTS

Cargo ships are the lifeblood of Corellia, and the bread and butter of the megacorporation Corellian Engineering Corporation. The following section details a small cross-section of the freighters and transports produced by CEC and the smaller but influential Nubia Star Drives.

CSS-1 CORELLIAN STAR SHUTTLE

Designed to replace the old Consular-class star cruisers, the Corellian Star Shuttle was designed to transport senators, ambassadors, and other important dignitaries. Spacious and well-appointed, the CSS-1 can accommodate up to two hundred passengers in relative comfort, and can be fitted out for extended voyages for smaller numbers. These vessels saw extensive use by the Republic during the Clone Wars, and many more ended up in private hands following the establishment of the Galactic Empire.

Being essentially diplomatic ships, Corellian Star Shuttles were unarmed, though their armor and shields provided significant protection from attack. While never intended to fulfill a combat role, many of these vessels were armed and reconfigured to be pressed into service as military transports during the Clone Wars.



Hull Type/Class: Transport/CCS-8.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 1.5, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: One pilot, one co-pilot, one navigator, two communications officers, three engineers.
Encumbrance Capacity: 1000.
Passenger Capacity: Up to 200, depending on configuration.
Consumables: Three months to three years, depending on configuration.
Cost/Rarity: 325,000 credits/6.
Customization Hard Points: 4.
Weapons: None.

D-TYPE STEALTH FREIGHTER

Nubian vessels tend to be built to unusual specifications, and few are more unusual than the D-type. Most smugglers in the Corellian Sector tend towards faster, higher performance vessels. The D-type sacrifices all of these virtues in favor of stealth.

Though it does not employ a true cloaking device, the D-type embraces some camouflaging aspects. Its slow, baffle-shielded engines limit it to a virtual crawl, but even at full power, their emissions are almost unnoticeable. The oddly-shaped hull distorts and absorbs most sensor radiation, scattering it harmlessly and blocking all but the most determined sensor probes. Nubian engineers even paint the hull in matte, light-absorbing black paint, so visual identification is more difficult.

All this makes the D-type Stealth Freighter the perfect smuggling ship, save one aspect: like all Nubian

Star Drives vessels, the D-type cannot be modified or tinkered with to any great degree. Each ship is designed to work entirely as the sum of its parts, or not at all. A buyer cannot "tweak" a Nubian Star Drives ship to his personal tastes. Instead, he must commission the company to build an entirely new vessel.



Hull Type/Class: Light Freighter/D-type Stealth Freighter.
Manufacturer: Nubia Star Drives, Inc.
Hyperdrive: Primary: Class 3, Backup: Class 25.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one system engineer.
Encumbrance Capacity: 125.
Passenger Capacity: 3.
Consumables: Two months.
Cost/Rarity: 200,000 credits/7.
Customization Hard Points: 0.
Weapons: None.

STEALTH SYSTEMS

The D-type benefits from state-of-the-art stealth systems that render it almost invisible to passive and active scanners. The ship will not register on passive scanners that are short range or further away from it (only passive scanners at close range can pick it up). In addition, increase the difficulty of any checks made to detect the vessel by 2.

J-TYPE STAR SKIFF

A sleek, delta-wing-shaped vessel with a distinctive teardrop fuselage, the J-type Star Skiff was designed for the Royal House of Naboo. Introduced during the height of the Clone Wars, the star skiff was intended to act as the Queen's personal transport, allowing the monarch to journey quickly and in relative comfort across the galaxy. The fast, streamlined star yacht soon became popular among the senators and the wealthy elite of the galaxy. A few discriminating crime lord and well-to-do fringers also use star skiff as status symbols.

The interior of the vessel is designed with taste and comfort in mind. Passengers have small-but-tasteful staterooms in which to relax, and the ship has a top-of-the-line food preparation area, relaxing lounge, and a high-power communications suite that includes a Holo-Net transceiver. These make it perfect for diplomats or other officials who want to relax or work while traveling.

Unlike previous diplomatic vessels manufactured by Nubia Star Drives for Naboo, the J-type Star Skiff was equipped with a pair of top-mounted, retractable laser cannons for defense. Though armed, the star skiff is not intended to engage in combat, instead relying on its speed and shielding to outrun any threats.



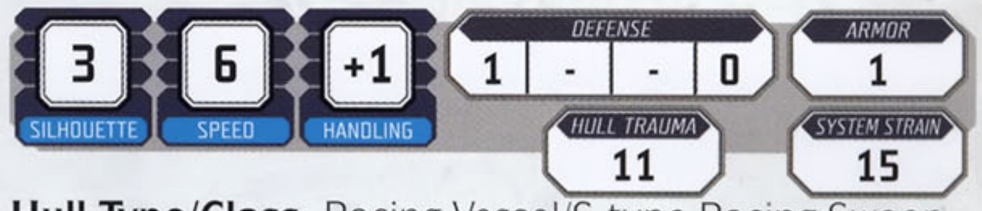
Hull Type/Class: Yacht/J-type Star Skiff.
Manufacturer: Nubia Star Drives.
Hyperdrive: Primary: Class 1, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: One pilot, one co-pilot/navigator, one gunner.
Encumbrance Capacity: 90.
Passenger Capacity: 3.
Consumables: Six months.
Cost/Rarity: 260,000 credits/7.
Customization Hard Points: 0.
Weapons: Two dorsal turret-mounted retractable dual laser cannons (Fire Arc All; Damage 6; Critical 3; Range [Close]; Linked 1).

S-TYPE RACING SLOOP

The Nubia Star Drives S-type Racing Sloop is one of the latest racing vessels created by the design collective and offered to discriminating buyers. Built entirely for interstellar racing, these ships have nevertheless found a valuable niche as couriers for sensitive messages and high-value, extremely compact cargos.

These ships feature long, narrow, and blocky hulls that sweep backwards into large engines built into the hull above and below the inset cockpit. The cockpit holds a pilot, navigator, and can also carry two passengers in foldable jump-seats (although this space is often used by experienced racers to store food or supplies). The entire living space is horribly cramped, and traveling long distances quickly becomes an ordeal.

In tandem, the engines can accelerate the vessel to incredible speeds. However, this stretches the Racing Sloop's power plant to the maximum. Little remains for shields, and none for weapons.



Hull Type/Class: Racing Vessel/S-type Racing Swoop.
Manufacturer: Nubia Star Drives, Inc.
Hyperdrive: Primary: Class .8, Backup: Class 18.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one navigator.
Encumbrance Capacity: 20.
Passenger Capacity: 2.
Consumables: One week.
Cost/Rarity: 160,000 credits/7.
Customization Hard Points: 0.
Weapons: None.

YG-4400 LIGHT FREIGHTER

Although the design is almost 50 years old, the YG-4400 still holds a sentimental place in most Corellians' hearts. A purpose-built smuggling vessel, the YG-4400 is a small, stocky ship with a blocky body and three bulky engines aft. The powerful engines provide impressive straight-line speed, at the cost of maneuverability. However, this is part of the YG-4400's overall design.

Between the three engines, CEC's engineers nestled a "getaway" concussion missile launcher. When the YG-4400 makes a run for it, any ships in pursuit find themselves taking point-blank missile-fire. This tends to discourage even the most die-hard customs enforcers.

Law enforcement officials have long tried to gain injunctions to stop CEC from producing the YG-4400. Of course, megacorporations as powerful as CEC can usually laugh off these legal maneuverings, and CEC keeps full time staff in Coronet simply to deal with such attempts.



Hull Type/Class: Light Freighter/YG-4400.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 1/Backup: Class 18.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot/gunner.
Encumbrance Capacity: 75.
Passenger Capacity: 2.
Consumables: One month.
Cost/Rarity: 110,000 credits/5.
Customization Hard Points: 2.
Weapons: Aft concussion missile launcher (Fire Arc Aft; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 5; Slow-Firing 1).

YT-1210 LIGHT FREIGHTER

An older, reliable light freighter, the YT-1210 was a variant of another freighter in the YT series, the 1200. Since the release of the famous YT-1300, sales of the YT-1210 have slipped; doubly so because the ship competes with its close cousin, the YT-1200.

After the successful release of the YT-1200 (a reliable stock light freighter), Corellian Engineering Corporation designed a derivative design in an attempt to appeal directly to Corellians. Simply put, the YT-1210 is much like the YT-1200, only faster. A third main engine in the rear propels the ship to higher speeds, giving a freighter that can match some starfighters on a straight run.

Sadly, the freighter did not prove any more maneuverable, and the added engine reduced cargo space and armor-carrying capacity. The cost of manufacturing the YT-1210 also proved higher than anticipated. While the model still sells reasonably well, sales tend to be limited to Corellia and the surrounding sector.



Hull Type/Class: Freighter/YT-1210.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 2, Backup: Class 16.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one gunner.
Encumbrance Capacity: 100.
Passenger Capacity: 4.
Consumables: Two months.
Cost/Rarity: 120,000 credits/5.
Customization Hard Points: 3.
Weapons: Dorsal turret-mounted medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]).



CAPITAL SHIPS

Armed with powerful shields and devastating turbolasers, and propelled by massive engines, capital ships are mighty military behemoths that dominate space. The CR90 Corellian Corvette is perhaps the most common large starship in the galaxy, though by no means the only capital ship to come out of CEC's shipyards. Besides their ubiquitous corvettes, Corellia also produces frigates and cruisers to match the best starships of Fondor and Kuat.

CR92A ASSASSIN-CLASS CORVETTE

Based on the highly successful CR90 corvette, the CR92a Assassin-class corvette is a more heavily armed and armored variant designed with naval and long-range patrol duties in mind. A sleek, purpose-built capital ship, the Assassin-class has been readily adopted by the Imperial Navy and Corellian defense fleet. These vessels fulfill several roles, serving as pickets and starfighter screens for larger ships, escorting convoys, or patrolling space lanes. Like most CEC-built vessels, the CR92a is fast and agile for a ship of its size, allowing it to rapidly react to threats or chase down pirates.

The corvettes boast six Taim & Bak dual turbolasers, two quad laser cannons for point defense, and a proton torpedo launcher. While the heavy armament of the CR92a allows it to outgun most ships of comparable size and even be a threat to frigates and light cruisers, starfighters can still pose a problem for these vessels. To contend with this shortcoming, Corellian doctrine typically pairs a CR92a with a DP20 gunship for long-range patrols. Such a patrol can readily deal with any threat it is likely to encounter.

SILHOUETTE	SPEED	HANDLING	DEFENSE	ARMOR
5	3	-1	2 2 2 1	5

HULL TRAUMA	SYSTEM STRAIN
55	25

Hull Type/Class: Corvette/CR92a.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 2, Backup: Class 16.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 60-150.
Encumbrance Capacity: 1000.
Passenger Capacity: 60.
Consumables: One year.
Cost/Rarity: 2,500,000 credits (R)/6.
Customization Hard Points: 2.
Weapons: Three port and three starboard turret-mounted twin medium turbolaser batteries (Fire Arc Fire Arc Forward, Aft, and Port *or* Forward, Aft, and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-firing 1).

Dorsal and ventral turret mounted quad laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate, Linked 3).

Forward proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Breach 6, Blast 6, Guided 2, Limited Ammo 10, Slow-firing 1).

Forward medium tractor beam emitter (Fire Arc Forward; Damage –; Critical –; Range [Medium]; Tractor 4).



IV

MODULAR ENCOUNTERS

"When you ask for trouble, you should not be surprised when it finds you."

–Plo Koon

This chapter is dedicated to providing the Game Master a number of encounters and challenges that can be incorporated into any existing campaign. The encounters are specific to the Corellian Sector, so they are best used when the campaign brings the group to that part of space. However, it wouldn't take too much effort to rework the specific details and fit the basic aspects of a given encounter into most other areas where the Player Characters may be traveling.

The idea behind modular encounters is to give the GM flavorful scenes and circumstances he can incorporate into the larger story. Doing so adds variety and depth to the greater adventure, as well as giving the players a true sense of place. This helps alleviate the problem some space-going campaigns can run into where it seems to hardly matter where the Player Characters are, since all planets and systems seem the same. Using these modular encounters can truly exemplify the unique character of the Corellian Sector.

WHAT IS A MODULAR ENCOUNTER?

There are adventures, and there are campaigns. GMs frequently run one or two adventures in succession, and if everyone is having a great time and wants to keep going, a campaign breaks out. Other GMs plan campaigns from the start, crafting long story arcs that may run for months. Some GMs rely on adventures written for the setting, while others craft their own stories; often strongly influenced by the backgrounds, Obligations, and other elements of the PCs.

Modular encounters are meant to supplement the work of the Game Master, adding in "set pieces" that can greatly enhance the overall experience for everyone involved. They are the kinds of scenes and challenges that can crop up almost at any time, filling in some downtime during the tale. They can also be triggered by specific choices the players make, giving the GM an effective response to an unplanned turn of events.

In fact, modular encounters have all kinds of uses, including the following:

- **A Planned Part of an Adventure.** The Game Master can specifically select a modular encounter to be a key piece of an adventure. He may use it to set up another important element of the story, or to act as a transition from one situation to another.
- **A Way to Flesh Out a Location.** The GM can use a modular encounter to make a location feel more "real" to the players. The modular encounters presented here have been specifically selected to evoke iconic elements of settings detailed elsewhere in this book.
- **A Filler for an Off Night.** Perhaps one or more players are missing for a session, and going forward with the current big plan would be difficult or impossible without them. A modular encounter might be an excellent and contained event for the players.
- **A Foundation for an Entire Adventure.** Most modular encounters can be fleshed out or otherwise expanded to become far larger stories, especially if the players latch on to some aspect of the experience and expand upon it.

Each modular encounter opens with a brief description, indicating what it's about and what's supposed to happen. This is the "thumbnail," intended to give the Game Master a rapid understanding of the encounter. This introduction section also lets the GM know how the encounter begins, and what kind of setup or circumstances need to be in play in order to use the encounter.

The second part describes the actual encounter. The location, events, and the profiles for any NPCs or adversaries can be found here. Finally, the modular encounter wraps up with rewards and resolutions. If the group has the chance to obtain anything of value (such as credits, contacts, gear, or an important lead on a larger investigation), this section will get into that. Ultimately, how things are concluded and what situation the Player Characters are left in at the end will also be described.

USING THESE ENCOUNTERS

Each of these modular encounters is meant to help the Game Master guide the players in exploring situations and settings indicative of the Corellian Sector. Taking a look at them as a whole will be useful in plotting out which ones to use, how to use them, and when. Having a general plot in mind should make inserting one or more of these encounters into an adventure relatively easy.

In some cases, the GM may wish to stage one of the encounters as the opening for a campaign set in the Corellian Sector. Other encounters may be triggered when the PCs have cause to travel to the system or planet in question, or otherwise engage with the particular nature of the encounter. **Table 4–1: Modular Encounter List** provides a list of the encounters in this chapter.

Sabacc Game on the Row and **Taming the Dragon** both take place on the planet of Corellia, and showcase two signature events found there, gambling and swoop racing. **Tunnel Delving** offers a chance to tour some of the dens of secretive Selonia, and **Conical Six Summit** is a unique twist on a typical pastime, mountain climbing.

TABLE 4–1: MODULAR ENCOUNTER LIST

Modular Encounter	Description
Sabacc Game on the Row	While visiting Treasure Ship Row in Corellia's notorious Blue Sector of Coronet City, the PCs get themselves into a sabacc game. Naturally, they get more trouble than they bid on.
Tunnel Delving	A chance to explore the tunnels of Selonia goes awry, leaving the PCs stranded underground.
Hard Bargain	A brief stop at an innocuous shop on one of Duro's orbital stations quickly turns into a dangerous encounter.
The Long Arm of the Law	CorSec stops the PCs' ship, investigating it for smuggled goods.
Taming the Dragon	Credits are tight, and swoop racing on Corellia is a great way to pick up a solid handful. Unfortunately, the beauty of the Crystal Swamps course is matched only by its danger.
A Quick Stopover	A sleepy cantina on Nubia gets turned upside down by corporate espionage and a rampaging ronto.
Beyond the Boiling Sea	On Drall, the party receives a choice: turn in an inept thief, or attempt to aid him for a reward.
Conical Six Summit	The party has a chance to climb one of the Conical mountains in Hollowtown on Centerpoint Station.
The Corellian Shuffle	A quick smuggling run, and a chance for some easy credits. What could go wrong?

SABACC GAME ON THE ROW

Amidst the shopping, glamor, and crowds of Coronet City's most famous (or infamous) street, Treasure Ship Row, the Player Characters find themselves an opportunity to get into a sabacc game with some interesting folks. Unfortunately, the whole thing is a set-up to take advantage of newcomers with a ship and a need for work. If their luck runs bad, things could get very ugly indeed.

There are a few ways in which the PCs might find themselves invited into a private sabacc game. Perhaps one or more of them already has some gambling knowledge and experience, and they know that Coronet City's infamous Blue Sector is the best place to go looking for opportunities. Should anyone in the group have contacts on Corellia, it may be that they are invited to meet up at a casino in the Treasure Ship Row area. In any case, if the GM wishes to use this modular encounter but his players are not on Treasure Ship Row, the encounter can be adapted for other locations easily.

INVOLVING THE PLAYERS

The GM can involve the players in this game in one of several ways, all of which involve the con artist Catrinna—a charming and alluring young woman who carries herself as a lady of class and taste. Needless to say, this is an act. Catrinna's goal is to trick the PCs into joining a rigged sabacc game, and she may approach the PCs in one of several ways.

The first—and most direct—involves Catrinna approaching the group, striking up a conversation with one of the PCs, and eventually inviting them to a friendly game of sabacc. The problem with this approach is that it's the most likely to instill suspicion in the PCs. A slightly more subtle variant can be employed if one or more of the PCs fancies himself a gambler. In this case, Catrinna can approach that PC, greeting him by name and allowing as to how she's heard of his gambling skills and wondering if he'd be interested in a high stakes game. The third variant—the PCs are already looking for a sabacc game—is the easiest to introduce.

If the GM wishes to be trickier, he can have Catrinna set up the PCs using a more involved scheme. She waits until the PCs visit a cantina or public space in Treasure Ship Row, then stages a heated argument with one of her allies—the Rodian Grenzo (see page 120). The argument is over her owing Grenzo a great deal of money, and he tries to be aggressive and bullying enough to inspire any well-meaning PCs to get involved without actually starting a fight.

If the PCs jump to her rescue, Grenzo backs off and leaves. Then Catrinna tells the PCs a sob story about her owing Grenzo a sizable sum of money. If the PCs volunteer to help, she tells them he plans to participate in a sabacc game that night, and she can get them in. If the PCs win, they can split the profits and she can use her share to pay Grenzo off. If the GM uses this approach, Catrinna does not offer cash loans later. Instead, Carn does so.

CATRINNA [NEMESIS]

Catrinna is a beautiful, charming, and alluring young woman who dresses well and presents herself as possessed of class and refinement. She is, however, born of the streets and has a ruthless streak that bares itself whenever she is cornered or is in competition to get something she wants. She is a capable thief and con artist, and is currently partnered with Carn Truuvik. He came up with their current scam, but she refined it to perfection.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	3	3	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
2	14	15	0 | 0

Skills: Charm 3, Computers 1, Cool 2, Deception 2, Knowledge (Underworld) 2, Melee 2, Negotiation 2, Perception 1, Ranged (Light) 2, Skulduggery 2, Streetwise 2, Vigilance 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Natural Charmer (may reroll the results of one Charm or Deception check once per session).
Abilities: None.
Equipment: Light Blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), vibroknife (Melee; Damage 3; Critical 3; Range [Engaged]; Pierce 2, Vicious 1).



BOVO'S

Catrinna leads the group to a slightly rundown cantina—Bovo's—just off the main pathways of Treasure Ship Row. The main room is fairly standard in its arrangement, though there is a small upper-level loft for some extra seating. One corner is set up for musicians, and there are usually one or two playing into the night. The main bar stretches across one wall, and there are tables and booths everywhere. The decor is haphazard, with odd pictures, posters, old mugs, posters, and bits of swoops tacked up everywhere.

Catrinna leads the PCs through the kitchen and through a storeroom, where a concealed door lets them into a comfortable and surprisingly large lounge. The place has its own small bar, greel wood panels, nerf leather furniture, and a table big enough for up to ten sabacc players.

A GAME ON MANY LEVELS

Before delving any further, the Game Master should make himself familiar and comfortable with the rules for sabacc found on the following page. Of the four other players at the table, Kanz uses his Cool skill, while Jalla and Grenzo rely on their Deception skills. Carn, however, employs his Skulduggery skill, since he's using a masterfully tampered sabacc deck and other methods to swing the game his way.

As the PCs enter Bovo's Back Room, the other players are already at the table. A server also bustles around, serving drinks and snacks. Carn Truuvik congenially introduces himself and his companions.

"Hello, everyone! Welcome, welcome. The name's Carn Truuvik–I'm the proprietor of this establishment. So glad you could join us for the game. I expect," he smiles, "there'll be a pot of several thousand at least for the winners. Now, let me introduce some fellow players."

Jalla is pleasant, Grenzo dismissive, and Kanz presents an icy, calculating demeanor. Carn then asks the PCs to check any large blaster rifles or other noticeable weapons with the server; he doesn't ask for pistols or knives, but anyone refusing to set aside military weaponry is asked to wait in the main room of the establishment.

At this point, the Player Characters may be worried about even being able to buy in. Carn explains that the first round requires a buy in of 100 credits. Most PC groups should be able to manage that, at least to sit one or two of the group at the table. If they can't, Catrinna offers to set them up with a small loan; the PCs need to put up one or two pieces of gear as collateral. No check is needed; the GM should have Catrinna offer the PCs a loan equivalent to the price of whatever gear they put up. At this point, she is simply trying to lure them into the game.

In the very first few rounds, Carn uses his skills to see to it that the PCs win more often than they lose. He wants to keep them around and interested. He will keep up a continuous patter, mostly trying to find out as much about them as he can. He wants to know about their specialties and what they've accomplished so far, as well as what brings them to Corellia. The GM should represent this by setting the difficulty of the sabacc skill checks at **Average (◆ ◆)**, occasionally upgrading the difficulty of the check using Destiny Points. This should ensure the game is winnable, but not so easy that the PCs become suspicious.

As things progress, however, Carn begins to attempt to win seriously. At this point, the check's difficulty is set by Carn's Skulduggery skill as an opposed check. His plan is to force the PCs into debt so that they owe him. If the PCs continue to win against these more difficult odds, Kanz, Jalla, and Grenzo—who are all part of the con—begin to actively play against the PCs. Add ■ to the checks for each gambler working against the PCs. The GM should increase this penalty slowly over the course of several rounds of sabacc.

As the game progresses, Catrinna continues to offer fairly generous loans, but at some point she suggests the group put their ship up as collateral. This, of course, is Carn's ultimate goal. Get the PCs to owe their ship, and he figures he can essentially own the PCs.

GAMBLING RESULTS

In this game, there could be several results.

One likely option is the PCs pull out of the game when they begin to lose. If they do so, Catrinna attempts to reassure them that their luck could turn around any moment, and Carn attempts to charm them into staying, possibly making an opposed Charm check to convince them. The other sabacc players also offer encouragement or derision. If the PCs still decide to leave, Carn's demeanor grows cold and threatening. He suggests he doesn't appreciate them pulling out of his private game before it's over, and makes vague but suitably ominous threats (these are outside the scope of the encounter, but the GM can use Carn and Catrinna as villains later on).

Another option is that the PCs manage to win significantly over the course of the evening. If they do, Carn graciously congratulates them on their skill and allows them to keep their winnings. His con does depend on luring other suckers into a game, so he accepts having to lose occasionally to maintain appearances.

A third possibility is the PCs catch Carn cheating. Since Carn isn't making a skill check, the GM can have

SABACC RULES

The following rules can be used to simulate one round or hand of sabacc, a popular card game in the *Star Wars* universe in which the game's players attempt to develop a hand of positive or negative 23 using a deck of 78 cards that randomly shift values until they are played.

1. The table agrees on a wager, and each player pay this amount into the pot.

2. Players use Cool to establish a dice pool.

3. The GM determines the difficulty of the check based on the difficulty of the game and the skill of the opponents. If multiple PCs are playing against one another (or against minor NPCs), the difficulty should be a set value. If the PCs are playing against a skilled NPC (or at least one important to the plot) the difficulty should be set by the NPC's skill, as per the rules for an opposed check.

4. Each character then rolls their check, leaving the results on the table. Each then rolls a single ⬢ to illustrate the shifting nature of the cards' signs. For each ●, one ✲ and ⟲ are converted into ➤ and ⚙ respectively. Conversely, each ● changes one ➤ and ⚙ into a ✲ and ⟲ respectively.

5. To cheat, a character uses Deception, Computers, or Skulduggery instead of Cool (depending on the specific means of cheating). If the character decides to cheat, they must upgrade the difficulty of the check once. If the check generates ▽ (no matter the remaining results) the character is caught cheating—with any consequences that may ensue.

6. If a PC succeeds on his check, he wins back his wager (failure means he loses his wager). Each additional ✲ wins another wager's worth. A ⊕ allows him to reveal a positive or negative 23 and win the entire sabacc pot. The round ends.

When playing with multiple PCs, treat the roll as a competitive check where the player with the most ✲ wins. In the case that no PC succeeds, the pot rides to the next round of betting.

TABLE 4–2: SPENDING ⟲, ⊕, ⚙, AND ▽ IN SABACC

Results	Interpretations
⟲	The character recovers one strain as one of the cards unexpectedly flips into something useful.
⟲ ⟲	The character adds ■ to his next check as he successfully bluffs his opponent.
⟲ ⟲ ⟲	The character figures out an opponent's tells and downgrades the difficulty of his next check once.
⊕	Reveal a positive, negative, or natural 23 and win the entire sabacc pot (determined by the GM).
⚙	The character suffers one strain as one of the cards in his hand unexpectedly flips into something detrimental.
⚙ ⚙	The character adds □ to his next check when he falls for an opponent's bluff.
⚙ ⚙ ⚙	Lack of focus or a seriously bad hand shatters the character's concentration for the moment. He upgrades the difficulty of his next check once.
▽	The character is caught cheating; if he is not cheating, ▽ means he bombs out, runs out of chips, and can no longer play in the game (at the GM's discretion, he may be able to amass another stake and buy in later).

the PCs discover him cheating if the checks generate ⟲ ⟲ ⟲ ⟲ ⟲ or ⊕ ⊕. If they do, he denies this, but offers to reimburse any credits they've lost (or keep any winnings) in hopes it clears up this "little misunderstanding." If the PCs press the situation, Catrinna indicates that the other gamblers and herself are all willing to draw down on them if they don't leave peacefully.

If the PCs lose their shirts (and other things), or one or more of them is caught cheating, Carn pleasantly explains that he understands their desperation and needs, and he's willing to make a deal with them to keep things from getting too ugly. Again, should anyone get combative, Catrinna steps in with her veiled threats.

In either case, Carn establishes that the PCs owe him (represented by the cash they may have borrowed or lost, which translates into a Favor Obligation of 5 owed by the entire group). Carn lets them keep most of their money or items they put up for collateral; maintaining the Obligation instead. The group can only rid themselves of the Obligation once they have done one or two jobs for Carn—something the GM can invent as fits his ongoing campaign.

CARN TRUUVIK [NEMESIS]

Though by no means a crime lord, the human Carn has achieved some success in the Blue Sector. He is very charming, able to put forth a congenial and disarming demeanor even when he has someone at blaster point. He always presents the choices he intends for his marks and his prisoners in the same manner—this is what is best for them, and it's a "win-win" for everyone.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	3	3	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
3	14	15	1 | 1

Skills: Charm 3, Computers 2, Cool 3, Deception 3, Knowledge (Underworld) 2, Negotiation 2, Perception 1, Ranged (Light) 3, Skulduggery 2, Streetwise 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Convincing Demeanor 2 (remove ■ ■ from any Deception or Skulduggery check).
Abilities: Skilled Cheater (once per session when gambling, the character may cancel a ◈ he rolls on a skill check, or add a ◈ to another character's check).
Equipment: Filed blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), armored clothing (+1 defense, +1 soak).

KANZ [RIVAL]

Kanz is a fairly atypical Twi'lek. Taciturn, often even morose, he's rarely very talkative and spends most of his time brooding. He has no desire to die for anyone, but he is loyal enough to put up a fight for his employer if the odds don't become too overwhelming.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	3	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	12	0 | 0

Skills: Coercion 1, Cool 3, Deception 2, Melee 3, Perception 1, Skulduggery 2, Stealth 1.
Talents: Expert Tracker 1 (remove ■ from checks to find or follow tracks; such checks take half usual time).
Abilities: None.
Equipment: Vibroknife (Melee; Damage 3; Critical 3; Range [Engaged]; Pierce 2, Vicious 1).

JALLA [RIVAL]

Presenting herself as a bubble-headed blonde human with far too much makeup and far too much interest in clothing and jewels, Jalla's persona is a well-crafted act to hide a sharp and cunning mind. She and Carn are currently lovers, though she'd leave him if the right opportunity presented itself.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	3	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	12	0 | 0

Skills: Charm 2, Coordination 1, Deception 1, Knowledge (Education) 2, Perception 1, Ranged (Light) 1, Skulduggery 2, Stealth 2, Streetwise 2.
Talents: Nobody's Fool 1 (upgrade the difficulty of Charm, Coercion, or Deception checks attempted against this character once).
Abilities: None.
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting).

GRENZO [RIVAL]

Grenzo is a Rodian bounty hunter who has taken up a long-term contract with Carn. Carn is Grenzo's meal ticket, and he won't let anything threaten that. Should things turn ugly, the Rodian will not hesitate to kill anyone he sees as an opponent.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	4	2	2	1	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	16	0 | 0

Skills: Brawl 1, Coercion 1, Coordination 1, Deception 1, Perception 1, Piloting (Space) 1, Ranged (Heavy) 1, Ranged (Light) 2, Stealth 1, Streetwise 1, Survival 1, Vigilance 2.
Talents: Lethal Blows 2 (add +20 to any Critical Injury rolls inflicted on opponents).
Abilities: None.
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), laminate armor (+2 soak).

DENOUEMENT

Assuming the Player Characters don't find themselves either dead or in a gun battle running through the streets of Treasure Ship Row, they should have one or more jobs lined up for their time in the Corellian Sector. If they did well, they should also have some more credits in their pockets. If not, they may even have more Obligation to deal with.

Carn is a mastermind criminal, a con artist, and as ruthless as he must be to maintain his position. At the same time, he respects talent and he rewards loyalty. He may even become a very effective ally and contact for the PCs should they both work well and attempt to maintain a good relationship with him. Having a strong contact on Corellia is never a bad thing.

TUNNEL DELVING

This encounter features the Player Characters exploring some of the tunnels of Selonia, and potentially dealing with more than they expected. This encounter anticipates that the PCs have already arrived on Selonia for some reason, or have some reason to arrive on Selonia. Enacting a trade agreement or picking up/delivering cargo for a Selonian merchant are perfectly legitimate reasons to end up in Scasmirs Den.

If the GM wants to use this encounter elsewhere in the Corellian system, remember that every inhabited planet in the system has its own Selonian enclaves. Since the encounter begins underground, the PCs just have to have a reason for traveling beneath the surface.

The encounter begins with the PCs having landed on one of the islands on Selonia, then descending below the surface to explore the den itself. At some point, they are cut off from their return route to the surface by a cave-in. They must press on through the tunnels, encountering local wildlife and finally convincing a band of more insular and xenophobic Selonians to help them return to their ship.

SCASMIRS ISLAND

Scasmirs Island is one of the many islands found on Selonia. It's a bleak, windswept rock, covered in a thick layer of coarse sea-grass. Several docking bays have been hewn into the sides of the hills. One of these contains the PCs' ship. Worn trails lead from the docking bays to a thick stone bunker with heavy cargo doors built into the side of another hill. The bunker conceals a cargo turbolift leading into Scasmirs Den. When the PCs get off the lift, read or paraphrase the following:

After the wild surface of Scasmirs Island, the Den beneath comes as a shock. The lift doors open into a cargo loading and receiving bay the size of an arena full of cargo containers and mobile pedways.

At this point, a Selonian customs official greets the PCs. Provided the PCs have legitimate business, she is businesslike without being rude, providing them with a 24-hour visa for the city.

You're quickly directed out of the cargo area, and into a long and large cavern that appears no different than a prosperous main thoroughfare in a busy town. A street runs down the center, bordered by gardens of luminous fungus and pale ferns. Shops and businesses are cut into the walls of the cavern, and smaller "side roads" branch off in all directions. The entire scene is lit by glowglobes dangling from the cavern roof above you.

The shops and stores are no different than those found on any number of civilized worlds, save that most of the goods being sold are made on Selonia. The PCs also notice as they wander around that most of the population are fairly stand-offish. The PCs receive their share of suspicious glances, and most attempts by the PCs to initiate conversation are rebuffed.

Once the PCs wander away from the main portions of Scasmirs Den, at some point the GM can have them pass into a deserted side passage. This passage is rougher and more cave-like than previous passages. The PCs can make **Average (◆◆) Perception checks**; ✲ indicates they've wandered into a cavern that doesn't see much foot traffic; ☣ indicates some of occasional structural supports look particularly unsound.

Whether the PCs press onwards or turn back, they only get a few steps before one of the structural supports gives way and a portion of the cavern roof caves in. Read aloud or paraphrase the following:

With a wrenching screech, one of the support pillars suddenly gives way. Suddenly, tons of rock and clouds of billowing dust fill the passageway.

Any PCs who failed the previous Perception check suffer one wound (ignoring soak) plus one additional wound per any ⚙ generated on the check. In addition, all of the PCs must make an **Easy (◆) Resilience check**. Failure means they suffer one strain, plus one additional strain per ⚙, due to the choking dust clouds.

The collapsed passage blocks their way back to Scasmirs Den. In addition, the PCs quickly discover their comlinks do not work underground. At this point, they have two choices; they can wait for rescue or they can press on and hope to find another way out.

WAITING

Waiting for rescue is a perfectly viable (if boring) option. Unfortunately, the PCs won't be missed until their 24 hour passes expire. It takes the Selonian authorities a further six hours to search Scasmirs Den, and eventually find the cave-in.

There is one further problem with waiting; the tunnel ventilation in the immediate vicinity no longer functions. For every six hours the PCs wait, have them make Resilience checks as the air grows stale and thin. The first check should be **Simple (-)**, the second **Easy (◆)**, and the subsequent checks should continue increasing in difficulty. Failing the check results in the PC suffering strain equal to the difficulty of the check, plus one additional strain per ⚙ generated.

Waiting counts as a single encounter and is not particularly restful, so the PCs cannot recover strain by resting or the encounter ending. If the PCs are incapacitated due to strain, they pass out and suffer one Critical Injury for every six hours they are incapacitated before help arrives (it is possible, but unlikely, that they may die from this).

MOVING ON

The other option for the PCs is pressing on down the tunnels. Should they do this at any point, breathable air no longer becomes an issue about half a kilometer down. However, the tunnel leads away from civilization.

To navigate the tunnels, the PCs must make their way through a series of obstacles. These obstacles do not have to be presented in any particular order, and the GM can use as many or as few as he wishes to make the encounter interesting.

CLIMBING THE CHIMNEY

At one point the tunnel ends abruptly. The only way forward is a narrow chimney above the PCs. Climbing the chimney (a slick chute covered in dripping water) requires an **Average (◆◆) Athletics check**. Failure means the PC can try again after a few bruises, but failure with ▽ or ⚙⚙⚙ means they almost make it up, falling from short range and suffering falling damage as described on page 215 of the Core Rulebook.

If the PCs have rope or climbing gear, the first PC up can secure this at the top and help everyone else make the climb more easily (reducing their Athletics check to **Easy (◆)**.

LIGHT SOURCES

One thing the PCs need is light. Unless they have glow rods or other sources for illumination, they find themselves blundering blindly through the tunnels (suffering □□□ to all checks and potentially doing themselves injury by walking off ledges or into walls). However, some species of native fungus are bioluminescent. The PCs can run into a patch of this fungus at the GM's discretion and harvest some via an **Easy (◆) Survival check**. Carrying enough fungus to produce useful light allows the PCs to see where they're going, although they still suffer □ to all checks due to the dim conditions.

NARROW PASSAGE

At one point, the passage narrows and lowers into little more than a wide, horizontal crack. The PCs must all make their way through this crack, which is only 40 cm high. Each PC must make an **Easy (◆) Coordination check** to wiggle through, though the GM can add □ to checks if the PCs are particularly bulky or carrying lots of equipment.

Failure means the PC suffers one strain as he momentarily gets stuck, and he has to back out and try again. However, if he manages to get ⚙⚙⚙ he strikes his head or another extremity or a rock outcropping, and suffers one wound (ignoring soak).



TUNNEL WORM (RIVAL)

At one point, the PCs blunder into a larger cave that turns out to be the hiding place for a large tunnel worm, one of Selonia's native inhabitants. This normally would not be a problem, but this tunnel worm has been injured recently, and lashes out in maddened pain against anything that comes near it. Read aloud or paraphrase the following:

As you enter the large cave and pick your way across the shallow, mineral-encrusted pool in the center, something about the passage on the far side seems strange. You just have enough time to stumble back before the "passage" bellows a challenge and surges forward—the opening was actually the gaping maw of a tunnel worm!

The worm has the following profile:

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
6	1	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
6	15	1 | 0

Skills: Survival 2.
Talents: None.
Abilities: Silhouette 3, Tunneling (using their powerful maws and their acidic saliva, tunnel worms can move through solid stone as if it were difficult terrain).
Equipment: Serrated maw (Brawl; Damage 6; Critical 4; Range [Engaged]; Burn 4, Sunder, Vicious 2), crushing tail (Brawl; Damage 10; Critical 4; Range [Engaged]; Concussive 3, Knockdown, Prepare 1).

If the PCs are all incapacitated by the tunnel worm, it eventually wanders away (tunnel worms are not carnivorous, so once the PCs are no longer a threat, they cease attacking). Also, if the PCs want to avoid a fight, they can attempt to work their way around the tunnel worm and down the next passage.

UNFRIENDLY NATIVES

Eventually, the PCs blunder into a party of Selonians not from Scasmirs Den. These Selonians are more xenophobic than the ones the PCs encountered previously. This is the final part of this modular encounter. Determine which PC is in the front of the group, then read the following aloud:

You squeeze through yet another narrow opening, barely able to make out a larger cavern on the far side. It sounds as if a rushing waterfall fills part of this space, making it hard to hear anything else. As you get your torso through the opening, you suddenly feel the prick of cold, sharp, durasteel on the back of your neck.

Three Selonian wanderers were moving through this cave when they heard the PCs approach. They waited in ambush above the entrance opening. However, they are not hostile to the PCs, just unfriendly and wary. Provided the PCs do not make any sudden moves, the Selonians back away and let them enter the cavern.

SELONIAN WANDERER [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	1	3	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	16	1 | 0

Skills: Brawl 1, Melee 1, Resilience 1, Vigilance 1.
Talents: None.
Abilities: None.
Equipment: Selonian glaive (Melee; Damage 6; Critical 3; Range [Engaged]; Defensive 1, Pierce 3), tail (Brawl; Damage +4; Critical 5; Range [Engaged], Disorient 2, Knockdown, use Agility as the characteristic with this weapon), padded armor (+2 soak), stimpack.

When the PCs are all present, the lead Selonian snaps something in her native tongue. She asks the PCs who they are, but unless one of them speaks Selonian (a native of the system or a protocol droid knows Selonian automatically), the PCs cannot understand her.

The encounter can end in one of several ways. The PCs can make a **Average (◆◆) Knowledge (Education) check** to translate, then make an **opposed Charm** or **Negotiation versus Discipline check** to convince them the PCs are not a danger to her and need her help. If one of the party speaks Selonian, they pass the Knowledge (Education) check and gain ▢ to the Charm or Negotiation check. If one of the party members is a Selonian, they do not need to make any checks—the other Selonians mock the PCs' choice of travelling companions but agree to lead them back to Scasmirs Den. If the PCs succeed on the Charm or Negotiation check, the Selonians lead them back to Scasmirs. The journey takes several hours, but they arrive safely.

If the PCs fail the checks or generally fail to communicate, the Selonians leave them behind. The PCs eventually find a passage leading to the surface of another, entirely different island. Although it's deserted, their comlinks work once outdoors, or they are eventually noticed by a passing airspeeder.

DENOUEMENT

If the PCs are eventually rescued by the authorities, they earn nothing more than a story to tell (and a few dry jokes at their expense). However, if they manage to find their way through the Selonian tunnels (even if they end up on the island), they get five additional XP at the end of the session. If they make it to Scasmirs Den, they earn some grudging respect from the locals as well.

HARD BARGAIN

While most Duros are relatively honest, not all live up to this reputation. A Duro merchant named Gorn Vorrox deals in secrets and stolen items. Any Player Characters looking to buy or sell illicit merchandise in the Duros system may cross paths with Gorn sooner or later. However, dealing with Gorn can come with more complications than simply laying down a few credits, especially if caught between Gorn and an unsatisfied customer with a blaster.

Though this encounter is designed to be run on one of the Duro system's orbital stations, it could be transplanted to any civilized world with a Duros shopkeep.

GORN'S EMPORIUM

Gorn Vorrox is a well-known Duros fence and information broker. The PCs might encounter Gorn when looking for a particularly exotic weapon or ship part, or while trying to obtain valuable information. Gorn's Emporium is an unassuming shop filled with what appears to mostly be junk, located in the seedy Seelom District of Jyvus City, one of the twenty massive orbital city-stations of Duro.

A pair of battered, old Baktoid Combat Automata OOM-series security droids flank the entrance. Tall and frail-looking, these droids have clearly seen better days, with their skeletal frames dented and scratched and their E-5 blasters rusted into their mechanical hands. Designated OB-1E and OB-2B, the pair constantly bicker like an old married couple, arguing incessantly about whether those who walk through the doors are legitimate customers or a security threat.

GORN VORROX (RIVAL)

Gorn himself is a fairly average-looking male Duros, slightly less than two meters tall, with blue-green skin and bright red eyes. Outwardly friendly, Gorn is an opportunist, swindler, and skilled negotiator. The merchant drives a hard bargain and almost never gives anything away for free.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	4	2	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	14	1 / 1

Skills: Deception 2, Negotiation 3, Perception 2, Ranged (Light) 2.
Talents: None.
Abilities: None.
Equipment: Scattergun blaster stashed behind counter (Ranged [Heavy]; Damage 8; Critical 3; Range [Short]; Blast 4), armored clothing (+1 soak, +1 defense).

Tucked away in the back of the shop is a hidden room where Gorn keeps his valuable goods. Finding the concealed wall panel that allows access to the storage room requires a **Hard (◆ ◆ ◆) Perception check**. The lock on the secret door is fairly complicated and requires a **Hard (◆ ◆ ◆) Skulduggery check** to open. While sturdy, the door isn't blastproof and can be destroyed with enough firepower or explosives. Within the storage room are several exotic and valuable weapons (a CR-2 heavy blaster pistol, a dueling pistol (see page 94), and two thermal detonators), a damaged EVA powersuit, a few weapons and armor upgrades, about 2,000 credits worth of illegal spice, and an encrypted datapad with details about Gorn's business operations.



When the players enter the shop, read the following:

A sign reading "Gorn's Superb Emporium" hangs above the doorway of a dingy shop that doesn't warrant being called an emporium, let alone superb. A dozen dusty shelving units creak under the weight of what might generously be called junk, from rusty surplus blasters to a motley assortment of spare droid parts.

"Halt, intruders! Keep your hands where I can see them," an ancient OOM-series security droid standing near the entrance commands as you enter, leveling a blaster that appears to be rusted into its hands. "Identify yourselves," the droid demands. "You have five seconds to comply."

"I am quite certain they are potential customers," another virtually identical security droid says.

"You have three seconds to comply," the first droid says, ignoring its partner.

"Lower your weapon, OB-1E," a Duros behind the counter says testily. "You'll scare away my customers again."

"Roger, roger," the droid acknowledges, reluctantly lowering its blaster rifle.

"Welcome to my Emporium," the Duros behind the counter says. "I apologize for my droid's... zeal. How can I help you? Perhaps you are in the market for a pair of pre-owned security droids?"

AN UNHAPPY CUSTOMER

Shortly after they begin negotiating with Gorn for the items or information they are looking for, a shifty-looking Duros named Rasz enters the shop with two Aqualish thugs and a Barabel in tow. Heedless of the PCs, Rasz immediately strides up to Gorn and waves a strange-looking device in the merchant's face.

Rasz is convinced that Gorn intentionally sold him a defective hyperdrive motivator and is out for blood. Rasz demands the 3,000 credits he paid for the motivator back, plus an additional 500 credits for selling him a defective device in the first place. Gorn, for his part, insists that he sold the motivator to him in good faith and that all sales are final. After trading several insults, the situation quickly goes downhill. Rasz draws his blaster and Gorn whips out a his scattergun. Rasz's thugs move to cover him, while OB-1E and OB-2B level their blasters at the thugs. If the PCs do nothing to try to defuse the situation, a firefight ensues between Rasz and his thugs and Gorn and his security droids, with the players caught in the crossfire.

Prior to shots being fired, the players may choose to try to intervene and prevent a bloodbath. A charming and cool individual may attempt to calm Rasz down and convince him that the sale was an honest mistake, or might suggest that Gorn repair or replace the hyperdrive motivator in order to avoid an incident and keep his customers happy. A character with good negotiation skills might help facilitate an exchange between the Duros. If a character is more physical and forceful, he might even try to intimidate either Rasz or Gorn into acquiescence, and a group of tough-looking PCs taking one side might well convince the other side to back down (though this is likely to earn the players the enmity of the Duros they side against, which might come back to haunt them at a later time).

If fighting begins, Gorn tries to take cover behind the counter, where he has a modified blaster with a spreadshot barrel stashed away for emergencies. The security droids fire on Rasz and his thugs, but are unlikely to last long, given their frailty. If the players get involved, Rasz and his thugs won't hesitate to attack them, and the droids might also decide that they are a threat that needs to be eliminated. If the players aid Gorn, he does not intentionally target them, but may catch some of them with the spreadshot anyway.

OOM SECURITY DROID [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	4	0 | 0

Skills (group only): Ranged (Heavy), Vigilance.
Talents: None.
Abilities: Droid (does not need to breathe, eat, drink or sleep, and can survive in a vacuum or underwater. Immune to poisons and toxins.).
Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting).

RASZ KAL [RIVAL]

Rasz Kal is a small-time crook, smuggler, and thief who fancies himself a crime boss. Fairly short and small in stature, with a quick wit and quicker reflexes, Rasz is uncharacteristically brash and bellicose for a Duros. Easily angered and difficult to deal with, Rasz leads a motley gang of thugs, including a Barabel, an Aqualish, and a Rodian.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	3	2	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	15	0 | 2

Skills: Deception 3; Knowledge (Underworld) 2, Perception 2, Piloting (Space) 2, Ranged (Light) 3, Skulduggery 2, Streetwise 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice).
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), brass knuckles (Brawl; Damage 3; Critical 4; Range [Engaged]; Disorient 3), padded armor (+2 soak), broken hyperdrive motivator.

BARABEL ENFORCER [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	3	2	3	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	16	0 | 0

Skills: Melee 2, Perception 1, Ranged (Light) 1, Survival 2, Vigilance 1.
Talents: None.
Abilities: None.
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), serrated combat knife (Melee; Damage 5; Critical 3; Range [Engaged]; Vicious 1).

AQUALISH THUG [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	4	0 | 0

Skills (group only): Brawl, Coercion, Ranged (Light).
Talents: None.
Abilities: None.
Equipment: Blaster pistol (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), brass knuckles (Brawl; Damage 4; Critical 4; Range [Engaged]; Disorient 3).

DENOUEMENT

This encounter can end several different ways. If the players helped calm and placate Rasz at Gorn's expense, Rasz leaves without acknowledging their assistance. Gorn will not be overly pleased with the PCs and charges anywhere from 10 percent more to double what he would otherwise, depending on how much the transaction cost him. If the players convinced Rasz to back down and leave peacefully, Gorn appreciates the efforts and offer the players a 10 percent discount on any future transactions.

If the situation escalated to gunfight, the resolution is more complicated. If Gorn is dead or has managed to flee, Rasz either flees or decides to kill the players to eliminate witnesses. If the players assisted Gorn and Rasz dies or flees, Gorn is highly appreciative and offers them a free item of their choice from his shop, as well as a 10 percent discount on future transactions (provided they also help him dispose of the bodies).

Either way, if there is a firefight, a Duros security detail shows up about fifteen to twenty minutes after the battle. Four Duros security officers led by Lieutenant-Constable Kreeg (they have the same profile) respond to investigate the fight. They won't be particularly upset to find Rasz and his thugs dead, and a small bribe of 100 credits is enough to convince them to look the other way. If Gorn is dead and the players haven't fled by the time the security detail arrives, Kreeg is very upset (he took regular payoffs from Gorn). Convincing Kreeg to let them go requires a bit of charm or a bribe of 1,000 to 2,000 credits. If the players decide to fight their way out once the security detail arrives, Kreeg immediately calls for backup and the PCs need to get out of the district quickly to avoid being arrested or killed.

LIEUTENANT-CONSTABLE KREEG AND SECURITY OFFICERS [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	2	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	12	0 | 0

Skills: Discipline 1, Melee 1, Perception 2, Ranged (Light) 1, Streetwise 2, Vigilance 2.
Talents: None.
Abilities: None.
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), truncheon (Melee; Damage 4; Critical 5; Range [Engaged]; Disorient 2), padded armor (+2 soak), 1 stimpack, comlink.

LASTING REPERCUSSIONS

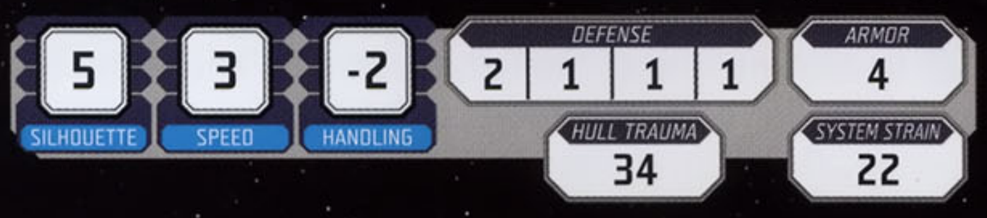
In the long run, both Gorn and Rasz have ties to various underworld organizations, and killing or making an enemy of one or the other (or both) could have ramifications down the line. Gorn does business with the infamous and powerful Black Sun syndicate, who won't be pleased if one of their prime fences on Duros is killed; it might even earn the players Obligation to the Black Sun if they decide the PCs are responsible for disrupting their operations. Though not nearly as well connected as Gorn, Rasz owes a debt to a Hutt crime lord, who might expect his killers to assume his unpaid Obligation. If the players harm Kreeg and his security detail, they can also become wanted men on Duro, or at least Jyvus City.

THE LONG ARM OF THE LAW

The Corellian Security Force upholds law and order within the Corellian system. Naturally, CorSec agents are rarely a welcome sight for those who live on the fringe. When the characters draw the attention of the law, things can get complicated for Player Characters, and they need to use their skills and wits to avoid trouble. The GM can use this encounter if the PCs are attempting to move smuggled goods through the system.

THE *DILIGENT*

The encounter begins when a CorSec patrol hails the PCs's ship. The hailing vessel is the *Diligent*, a PB-950 (the ship uses Costi and his men as the crew).



Hull Type/Class: Patrol Boat/PB-950.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 1, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: One pilot, one co-pilot/navigator, 2 gunners.
Encumbrance Capacity: 180.
Passenger Capacity: 8.
Consumables: Three months.
Cost/Rarity: 125,000 credits/5.
Customization Hard Points: 3.
Weapons: Aft turret-mounted quad laser cannon (Fire Arc Aft, Port, and Starboard; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Port and starboard turret-mounted medium ion cannons (Fire Arc Fore and Port *or* Fore and Starboard; Damage 6; Critical 4; Range [Short]; Ion).

Forward concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Limited Ammo 8, Slow-firing 1).

If the PCs try to flee, the *Diligent* pursues them, trying to disable it with its ion cannons. It takes four rounds to calculate a hyperspace jump away from the ship, although success on an **Average (◆◆) Astrogation check** can reduce that to two rounds. If they fight, it flees if it suffers more than 25 hull trauma. Its escape or destruction means CorSec sends in an Assassin-class corvette to pursue the PCs within five minutes.

When facing the boarding party, the players need to deal with veteran CorSec officer Lieutenant Corran Costi and a detachment of five heavily-armed CorSec officers. Costi suspects the PCs of illegal activity. He searches the vessel, this being an **opposed Perception versus Stealth check** if the PCs hid contraband aboard, or a set difficulty check if the PCs are using something like a smuggling compartment that sets the difficulty automatically.

If Costi finds contraband such as medical supplies, bootlegged alcohol, less harmful spice, starship parts, or even small arms he allows the players to go if they pay a "fine" (i.e. a bribe). However, Costi arrests the PCs immediately if they are carrying more harmful forms of spice or slaves. The exact amount of the "fine" should be 5 to 10 percent of the cargo's value.

If Costi arrests the players and they surrender, the GM is encouraged to come up with a creative means of seeing them free from prison. One idea is that a crime lord posts bail for them; providing them freedom in exchange for 5–10 Favor Obligation. Another idea is an exciting escape from the CorSec prisons.

LIEUTENANT CORRAN COSTI AND CORSEC BOARDING OFFICERS [RIVAL]

A no-nonsense lawman, Costi is relatively dogmatic and honest, though he isn't above taking a bribe from small-time smugglers and nonviolent criminals in exchange for looking the other way. His fellow officers follow his lead (this profile represents both).



Skills: Cool 1, Discipline 2, Gunnery 1, Melee 2, Perception 3, Ranged (Light) 2, Resilience 2, Vigilance 2.
Talents: Adversary 1 (upgrade all difficulty of all combat checks against this target once).
Abilities: None.
Equipment: CR-2 Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 4; Range [Medium]; Stun setting), stun baton (Melee; Damage 5; Critical 5; Range [Engaged]; Stun 3), armored uniform suit (+1 soak).

DENOUEMENT

The fallout from the PCs' run-in with CorSec can range from little more than a small payoff to being labeled public enemies of Corellia and hunted mercilessly.

If the PCs attempt to flee CorSec or get into an altercation with Costi and his officers, they become wanted throughout the Corellian system. If any of the CorSec officers can identify the PCs, they find themselves pursued and wanted wherever they go, until they leave Corellia. If the PCs aren't identified, they can continue to operate in Corellia if they tread carefully. However, if they are carrying contraband and avoid bribes or a confrontation, they should earn +5 XP for the session.

TAMING THE DRAGON

Underground swoop racing is big business on Corellia. Organized by numerous semi-criminal swoop gangs in out of the way places at odd hours of the evening, these races gather huge crowds of racers, mechanics, gamblers, and assorted hangers-on. These races are winner-take-all, and the pot is usually either a large amount of credits, one or more of the losers' swoops, or simply bragging rights. The risk inherent in this dangerous sport, as well as the possibility of great wealth and prestige among one's peers is what drives the young men and women of Corellia to race their machines against one another (and against Lady Luck herself).

INTRODUCTION

In **Taming the Dragon**, the PCs become involved in an illegal underground swoop race while visiting Corellia. They can either be actively searching for some racing action or become otherwise entangled in swoop gang business, such as by accidentally insulting a powerful gang leader. The PCs should be either in Coronet City, particularly in the Blue Sector, or in the rougher parts of Tyrena.

While this encounter can be picked up by the PCs anywhere, the bulk of the action takes place in the remote and dangerous Crystal Swamps in Corellia's Agrilat Region. Swoop racers have been using this restricted wildlife preserve for years as their personal racetrack, and many of the bogs and marshy islands are littered with wreckage and shattered helmets.

THE RACE

The Player Characters manage to commit themselves to competing in a swoop race in the far reaches of the Crystal Swamps. Any of the PCs who want to race can, against members of a gang called the Black Seraphs and their leader: a young Corellian woman named Sunny. The terms of the race, as explained by Sunny, are quite clear. Two or more riders race the challenging Dragonbane Circuit, and the winner takes the purse. Entering the race costs 200 credits per racer.

The Dragonbane is one of the lesser-known race circuits in the Crystal Swamps. It consists of six dangerous legs that pass through tall, razor-sharp crystal grasses; through a forest of crystalline outcroppings; and over numerous deadly obstacles such as deadfalls, piles of wreckage or debris, or even a passing creature that bolts in front of the swoop. The maximum altitude for the race is 10 meters. Once the terms are agreed upon, both parties pack up their equipment and swoops and head to the track.

What the PCs don't know is that this race is little more than a ruse. Sunny and her gang have made a lucrative business of luring unsuspecting and inexperienced racers into the swamps with the promise of a little racing with some money at the end, only to rob them and leave them for dead. This the Seraphs accomplish by luring them into an actual race and leading them into a number of traps the Seraphs set up beforehand.

To represent the traps, if the PC taking part in the race generates one or more ⚙ on his Piloting (Planetary) skill checks, the Game Master may spend that ⚙ to activate one of the Seraphs' traps. These can be anything from swinging logs to spring-loaded nets to pot shots taken at the rider as he goes by. If a trap triggers during the race, the PC racing must make a **Piloting (Planetary) check** against a difficulty equal to the number of ⚙ generated on the initial check, up to a maximum of **Hard (◆◆◆)**. If the racer succeeds on his skill check, he neatly avoids the trap and moves to the next leg of the race; if he fails, he crashes, suffering a minor collision as per page 242 of the **Edge of the Empire** Core Rulebook. (The GM shouldn't always use ⚙ generated to trigger traps, just once or twice during the race per PC).



The race can accommodate one PC versus Sunny, or more than one PC if multiple PCs would like to race. Sunny is confident enough in her skills to take on multiple challengers. In addition, three Seraph gangers race as well, using the profile for them and their swoops found on page 131. The GM can also introduce additional NPC racers if he wishes. Five additional Seraphs and Grinder remain in the pit area during the race (two of them later head onto the track to trigger traps).

To run the encounter, the Game Master should use structured time, rolling initiative as normal. Each racer should have one round to accelerate before they enter the track proper. The encounter can be run as a mix of structured and narrative time. The race itself should be structured, with each round taking up one leg of the race. However, if one or more PCs are not racing, the GM can have them act narratively between each round, cutting to and from the action as the PCs do other things behind the scenes.

After the beginning of the race, positioning is determined by top speed. Those going the highest speed (probably 4 or 5) are jockeying for first, those going one speed slower are jockeying for second, and so forth. Once per leg, have all contestants make a competitive Piloting (Planetary) check with difficulty set by the speed and size of the swoops. The winner of the check is first amongst all other racers going his speed. Failure means the contestant decreases his speed by 1, while ⚙ means some issue in piloting that may incur penalties on later checks, such as flying off course or grazing a crystal outcropping, or the vehicle suffering system strain. ▽ means the swoop suffers a minor collision (see page 242 in the **Edge of the Empire** Core Rulebook)

All skill checks made during the course of the race follow the rules for vehicles and starships presented in Chapter VII of the **Edge of the Empire** Core Rulebook.



1. THE LONG RUN

The starting leg of the Dragonbane is the Long Run. It is a clear, smooth straightaway over close-cropped marsh grass. It is long enough to allow the racer who was left behind at the starting line ample opportunity to catch up with and even overtake the leader. During this first section, there are no Seraphs lurking in the weeds waiting to spring something on the PC taking part in the race. The Long Run is very simple and has good visibility, but any skill checks made to catch up to or overtake the leader suffer ■ due to terrain. This reflects the fact that although they are speeding across relatively clear and even ground, the racers are moving incredibly fast, and even the slightest mistake could quickly bring the race to a violent end.

2. PILLARS OF THE SKY

After the racers burn through The Long Run, they enter the dangerous Pillars of the Sky section. This leg of the course runs through a deep, muddy, brackish swamp from which bone-colored dead trees emerge, looking much like the fingers of the dead. Each racer must slalom through the trees as quickly as possible while both attempting to take (or keep) the lead and trying to avoid smashing into a tree at over 200km.

Piloting (Planetary) skill checks made in the Pillars suffer ■■ due to terrain.

3. RAZOR BLADES

Once past the harrowing Pillars of the Sky, the racers enter a broad, open stretch of marshland called the Razor Blades. The blades in question are those of the tall, crystalline marsh grass that grows in this large clearing. Growing to a height of four meters or more, the glittering, pale green grass tinkles faintly like a field of tiny bells as the wind blows across the field. Its beauty belies a hidden danger, for each blade of grass is as sharp as a vibroblade, and anyone passing through it without proper protection (even at a gentle walk) will suffer numerous cuts and abrasions. A swoop racer who crashes into a field of this grass is almost certain to be cut to ribbons no matter what he's wearing. Piloting (Planetary) skill checks made in the

Razor Blades suffer ■■ due to terrain. In addition, any pilot suffering a Critical Injury due to crashing, or any swoop suffering a critical hit, adds +20 to the Critical Hit or Critical Injury roll.

4. IN A PINCH

Every good race track has a chicane: a narrow, cramped part of the track that causes racers to slow down, forcing them close together and into often deadly obstacles. The Dragonbane Circuit is no exception, and it features a particularly wicked chicane in the form of In a Pinch. Once they exit the Razor Blades, the racers are funneled into a very narrow crevasse that winds its way up a steep ridge. Around halfway through In a Pinch, the walls narrow to the point where only one vehicle can pass at a time. This is the point where Sunny usually wins her races, as the sight of that narrow gap approaching is absolutely terrifying.

Piloting (Planetary) skill checks made to navigate In a Pinch suffer ■■■ due to the extremely tricky terrain. In addition, passing through the narrowest part of this leg requires both the PC and Sunny to make an **Opposed Cool check**. The winner holds his ground and shoots the gap, and the loser brakes and swerves to avoid smashing himself apart on the approaching rock walls—decreasing speed by two.

5. THE DROP

At the top of In a Pinch, the narrow crevasse spits the racers out over the top of the ridge into complete nothingness. During the previous leg of the circuit, the racers climbed high above the swamp, and now they find themselves plummeting back to the ground from a surprising height. While the swoops can surely handle the altitude, the shock of coming out of the anxiety-inducing chicane into the wide open sky with the Crystal Swamps spread out below like a shimmering carpet can certainly shake even the coolest racer. During the long descent back to ground level, the Game Master should take the opportunity to introduce complications such as flocks of aggressive raptors, sudden rain squalls, or buffeting winds to distract the riders. Piloting (Planetary) skill checks made in The Drop suffer ■ due to terrain.

6. REENTRY

This final leg of the circuit is another clear, nearly straight run that allows the riders to wind their machines all the way out and attempt any last-minute overtaking. If the PC makes it to this point of the race unscathed and in the lead, Sunny drops all pretense of this being a fair contest and immediately goes on the offensive. During Reentry, Sunny does everything in her power to win, including shooting at her opponent and attempting to run him off the course or otherwise force a crash.

SUNNY BOUNDER (NEMESIS)

Sunny is a tall, narrow, hard-eyed young woman somewhere between 25 and 30 years old. A swoop and speeder bike rider from her earliest memory, Sunny eventually took to fixing races, organizing illegal swoop races for herself and others, and organizing all the various and sundry aspects of racing, such as security, bribes, and gambling takes. A few years ago, Sunny formed the Black Seraphs from the dregs of another swoop gang that she'd helped destroy. She organized the survivors into an effective group of grifters, con artists, and hustlers.



Skills: Coercion 2, Cool 4, Leadership 1, Melee 3, Piloting (Planetary) 3, Ranged (Light) 2, Streetwise 3.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Improved Full Throttle (suffer one strain to make an **Average (◆◆) Piloting (Planetary) check** as maneuver and increase top speed by 1 for 4 rounds), Natural Driver (once per session may reroll one Piloting (Planetary) or Gunnery check).
Abilities: None.
Equipment: Blaster pistol (Ranged (Light); Damage 6; Critical 3; Range [Medium]; Stun Setting), chain (Melee; Damage 6; Critical 5; Range [Engaged]; Inaccurate 1, Knockdown), riding armor (+1 defense, +1 soak).

SUNFLARE

Sunny's personal racing swoop is a heavily modified Mobquet Flare-S that she and Grinder have pushed nearly to the limits of its engineering. In its current state it is both blisteringly fast in the straightaway and extremely nimble in corners and obstacle fields.



Vehicle Type/Model: Swoop/Flare-S.
Manufacturer: Mobquet Swoops and Speeders.
Maximum Altitude: 50 meters.
Sensor Range: None.
Crew: One pilot.
Encumbrance Capacity: 2.
Passenger Capacity: None.
Cost/Rarity: Unique.
Weapons: None.

GRINDER (RIVAL)

Grinder is quite possibly the most unpleasant person on Corellia. He is a short, bald, heavily muscled brute of a man with a face like a hatchet wound, a beard that can stop blaster bolts, and a litany of bad choices and bad breaks picked out in bold, tattooed colors all over his arms and torso. He is Sunny's chief mechanic as well as her selectively loyal second-in-command. Grinder rarely bathes, as evidenced by his pungent odor and the grease caked in the creases of his hands, and he wears his racing hides at all times (mostly because he is terrified of them being stolen). A savant with a swoop or speeder engine but a failure as a decent human being, Grinder never has a kind word or helping hand for anyone without a reward.

For the right price (such as leadership of the gang, or lots of credits), Grinder turns on Sunny in the blink of an eye. If so, he spells out Sunny's plans, sketches a quick map of the race course, and lists the probable traps and where they might be deployed against the racer. He's also willing to back the PCs if things come to a fight at the end of the race.



Skills: Computers 1, Mechanics 4, Melee 2, Piloting (Planetary) 3, Streetwise 2, Vigilance 2.
Talents: None.
Abilities: None.
Equipment: Vibroknife (Melee; Damage +3; Critical 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3), holdout blaster (Ranged (Light); Damage 5; Critical 4; Range [Short]; Stun setting), disgusting racing hides (+1 soak), tool kit, emergency repair kit.

SERAPHS GANG MEMBER (MINION)

The members of the Black Seraphs are the very essence of swoop gangers: young, violent, disaffected punks who have no ambitions beyond drinking, fighting, and racing.



Skills (group only): Melee, Piloting (Planetary), Ranged (Light), Streetwise.
Talents: None.
Abilities: None.
Equipment: Light blaster pistol (Ranged (Light); Damage 5; Critical 4; Range [Medium]; Stun Setting), chain (Melee; Damage 5; Critical 5; Range [Engaged]; Inaccurate 1, Knockdown), riding leather (+1 soak).

CEC D-22 "SCREAMER" SPEEDER BIKE

The rest of the Seraphs who race drive CEC D-22 "Screamers," high-performance Corellian machines.



Hull Type/Class: Speeder Bike/D-22.
Manufacturer: Corellian Engineering Corporation.
Maximum Altitude: 35m.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 3.
Passenger Capacity: One.
Cost/Rarity: 4,500 credits/3.
Customization Hard Points: 2.
Weapons: None.

END OF THE LINE

Once the race is over, there are several possible outcomes. However, who won or lost is less important than how the PCs appear at the end of the race. If the PCs appear dangerous, capable, or otherwise threatening, Sunny lets the results of the race ride. If she won, she takes the pot and leaves, and if she lost, she gives it to the PCs in bad temper.

However, if the PCs are wounded from the race or do not appear physically threatening, Sunny draws on them and steals their swoops and any spare cash they have, leaving them in the swamps. The only way to stop this is to fight her, or have Grinder turn on her.

If the PCs confront her about her traps or dirty racing, Sunny belligerently tells them to forget it. If the PCs press the issue, she's willing to fight unless the PCs appear particularly dangerous, in which case she angrily offers the pot (or double the pot if the PCs still won), or a favor as compensation. If the PCs want her swoop, however, she fights no matter what.

DENOUEMENT

If the PCs manage to win the race against the odds, they stand to gain the pot (200 credits times the number of racers). In addition, if the Game Master is feeling charitable, he may give the PCs a chance to shake down the gang members for a cut of the gambling profits, especially since at least part of that money belongs to the PCs. Depending on how Sunny fared in the race, the PCs may also come away with her customized swoop, promises of favors owed by her or her crew, or even a leadership position within the gang. In addition, if the PCs win the race, all of them get +5 xp.

A QUICK STOPOVER

A stop for a drink during a parts run to Nubia can quickly turn to trouble for the PCs at the Sleeping Rancor cantina. Problems with the locals are the least of their worries, however, when an Industrial Automaton security contingent arrives to recover sensitive corporate secrets stolen from the gigantic droid manufacturer, secrets on a datapad that mysteriously ends up in the possession of one of the PCs.

THE SLEEPING RANCOR

The Sleeping Rancor is a seedy cantina at the edge of Nuba City. The cantina is owned by Duff "Stumpy" Caros, a human cyborg who flits around his establishment on the repulsorlift platform he has in place of legs. Operated almost entirely by droids and known for its watered-down drinks and shady clientele, the Sleeping Rancor's proximity to the Nuba City Spaceport makes it a convenient stop for smugglers and those wishing to conduct less-than-legal business. The PCs might stop there while waiting for a shipment of parts or to meet an underworld contact.

The building is tucked between a warehouse and a ronto pen full of sleeping rontos. When the Player Characters enter the cantina, read the following:

A gangly, multi-armed droid stands behind the bar, its limbs sprouting hoses and nozzles for pouring drinks, and a motley assortment of serving droids shuffle around with trays full of drinks. Several small knots of customers, both human and aliens, sit around modest tables whispering quietly among themselves, while a trio of old ASP-series musician droids play some lifeless tunes in the corner.

DROIDS, LIES, AND SECRETS

Whether the PCs belly up to the bar or take a seat at a table, an old SE4 servant droid approaches them to take their order. Whatever they order, another nearby customer scoffs and accuses them of ordering a women's drink. The customer, a thug named Brom, appears inebriated and very belligerent. He antagonizes and insults the PCs. Before a fight breaks out, however, Brom's drinking companion, a Bothan named Bim Gizzo, apologizes for his friend, patting one of the PCs on the back and offering to buy them all drinks.

In reality, the whole interaction was a distraction to allow Bim to plant a small datacard on the PC. The reason for this ruse is a pair of undercover Industrial Automaton security agents accompanied by a Hound-W2 SPD security droid who entered the cantina shortly after the players. Unknown to the players, Bim and Brom specialize in industrial espionage and currently work for Industrial Automaton's largest competitor, Cybot Galactica. The datacard they planted on the PCs contains sensitive information stolen from the droid manufacturing company headquartered on Nubia. Recognizing the security agents and afraid of being caught with the incriminating evidence, Bim and Brom decide to hide the datacard on the nearest patsy.

Bim chooses his mark carefully, picking out the character with the lowest Perception. The GM should make an **opposed Skulduggery versus Perception check**, using Bim's Skulduggery (he has Skulduggery and Agility 3) and the PC's Perception. Failure means the PC notices Bim's attempt. If the player notices Bim planting the datacard and makes a scene, the security agents is immediately drawn to the commotion.

Either way, utilizing its sensitive scanning equipment, the squat, boxy Hound security droid quickly homes in on the datacard and the agents approach the PCs. If Bim successfully planted the datacard, they accuse the PC of possessing stolen information and demand that he hand it over. If the PCs discovered Bim planting the datacard, the Bothan accuses them of trying to plant the datacard on him in order to deflect the security agents.

The agents draw their blasters. The PCs can try to talk their way out of the situation, but the security agents are in no mood for nonsense. If the players are particularly convincing (an **opposed Charm versus Discipline check**), they might be able to get the agents to listen to them. If they caught Bim planting the datacard, they can try to convince the agent of their innocence, though Bim possesses a very convincing demeanor that might easily fool the agents. Otherwise, the PCs might be quite surprised to find the datacard in their possession, though it ought not be too hard for them to figure out that Bim planted the card on them.

CANTINA RUMBLE

While all this occurs, Brom makes his move to reclaim the datapad. He leaves the cantina, goes next door, and shoots one of the sleeping rontos. The blaster bolt isn't enough to kill the beast, but it is enough to enrage it. Brom drives the enraged ronto right through the cantina wall. Read aloud or paraphrase the following:

Suddenly, an angry bellow interrupts the conversation. The side wall of the cantina bursts inwards in a shower of stone and dust, and you're deafened by an angry bellow. A extremely furious ronto thunders into the cantina, trampling everything and everyone in its path.

At this point, a fight is inevitable. Who fights whom depends on the prior conversation, but it likely descends into a three-way fight between the agents, Bim and Brom (profiles on the following page), and the PCs, with the ronto attacking anyone who gets close. The rest of the patrons flee for the exits. The agents retreat if at least one is incapacitated, as do Bim and Brom (the one dragging the other to safety). The ronto doesn't stop until it's killed or the cantina is trampled into dust. It attacks the closest target, and if there are no targets engaged with it, it tramples to the nearest target.

ENRAGED RONTO [RIVAL]

This ronto cannot calm down and cannot be stopped. It wants to trample the cantina and everyone in it.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	3	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
7	18	0 | 0

Skills: Brawl 1, Perception 2.
Talents: None.
Abilities: Silhouette 2, Overrun (the ronto may spend ❨❩ to hit an additional target with a successful Brawl check, provided the additional target is engaged with the first target), Trample (if a ronto takes a maneuver to move closer to its target before attacking, it gains ☐ to its attack check and deals +2 damage).
Equipment: Legs (Brawl; Damage 12; Critical 4; Range [Engaged]; Knockdown).

IA SECURITY AGENT [RIVAL]

Employed by Industrial Automaton to investigate any breaches of their corporate security, these agents are ruthless and efficient.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	3	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	14	0 | 0

Skills: Brawl 2, Discipline 2, Perception 2, Ranged (Light) 3, Surveillance 3, Vigilance 2.
Talents: Adversary 1 (upgrade all difficulty of all combat checks against this target once).
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), shock gloves (Brawl; Damage 4; Critical 5; Range [Engaged]; Stun 3), heavy clothing (+1 soak), 1 stimpack, comlink.



BIM GIZZO [RIVAL]

A skilled operator who makes his living obtaining confidential information for his various employers, Bim Gizzo is virtually devoid of scruples. Clever, quick, and an expert at sleight-of-hand, his left hand is artificial and conceals a cybernetic weapon.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	3	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	13	0 | 1

Skills: Charm 2, Deception 3, Perception 3, Ranged (Light) 2, Skulduggery 3, Stealth 2, Streetwise 2.
Talents: Adversary 1 (upgrade all difficulty of all combat checks against this target once), Convincing Demeanor 2 (may remove ■ ■ from Deception or Skulduggery checks).
Abilities: None.
Equipment: Cybernetic light blaster (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), heavy clothing (+1 soak).

BROM [RIVAL]

Brom is a surly brute with a reputation for violence. He's reliable, however, and clever about his brutality.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	1	3	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	16	0 | 0

Skills: Brawl 3, Cool 2, Coercion 3, Ranged (Light) 2, Resilience 2.
Talents: Adversary 1 (upgrade all difficulty of all combat checks against this target once).
Abilities: None.
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), brass knuckles (Brawl; Damage 4; Critical 4; Range [Engaged]; Disorient 3), padded armor (+2 soak), 1 stimpack.

DENOUEMENT

Once the chaos winds down, the PCs need to take stock of the situation. If they managed to convince the agents of their innocence and assisted them in apprehending Bim and his accomplice, Industrial Automaton might offer the players a small monetary reward for their services, 1,000 credits.

Assuming they aren't incapacitated and stripped of the datapad (and possibly arrested), the PCs may end up with the datacard in their possession and the agents and criminals dead or fled. The datacard is heavily encrypted and will require the proper equipment and a **Daunting (◆◆◆◆) Computers check** to decipher. On the datacard are the complete preproduction designs and schematics of Industrial Automaton's brand new R6-series astromech droid, the success of which is vital for company's bottom line.

Naturally, the executives of Industrial Automaton are anxious to recover the stolen information, lest it fall into the hands of their competitors. The company will be willing to pay a large sum of credits (up to 20,000 credits if the PCs are particularly savvy or unyielding in their negotiations), though if they demand too much for the data, the CEO might find it more economical to put out a large bounty on the characters instead.



BEYOND THE BOILING SEA

Most Drall prefer a quiet, orderly life, but a few enjoy adventure or even engaged in criminal activity. A visit to the Boiling Sea on Drall can become more than the players bargained for when they encounter Boffen Nibs, a Drall with sticky fingers and a penchant for trouble.

AMONG THIEVES

This encounter can take place virtually anywhere on Drall. While wandering through a marketplace on the planet, a Drall named Boffen Nibs approaches the characters. He is desperate and willing to turn to off-worlders for help. Considering that most of the PCs likely stand at least head and shoulders above the tallest Drall, they stick out among the crowd.

When the encounter begins, read the following:

As you shuffle through the crowded marketplace, a somewhat disheveled Drall, his fur matted and dirty, grabs at your sleeve.

"Help me," he implores. "They're after me. Please help me. I can pay you 500 credits. Just help me. Hide me."

HIDE AND SEEK

Boffen is being pursued by the local police for a crime he recently committed. Though he won't reveal it to the players, he has a magnificent, perfectly-cut diamond the size of a man's fist hidden in a pouch on his belt. Known as the Eye of Corell, the diamond is among the prized possessions of Duchess Lassa. However, the diamond isn't as prized for its intrinsic value as it is for the priceless historical records encoded into its crystalline facets, which trace Lassa's line back more than twelve hundred generations.

The Drall thief offers the players 500 credits, but will raise his offer to 1,000. If pressed, he'll offer up to 2,000 credits, which is the total amount of the cred stick he carries on him. If questioned, Boffen claims that he has been falsely accused of a crime and is being pursued by thugs in the employment of his accuser. The PCs won't have too long to decide whether or not to help Boffen, as the Drall police are closing in on him. The characters may decide to help Boffen, turn him in to the police, rob him, or simply ignore him (in which case, the encounter simply ends with Boffen being caught).

If they choose to aid him, they can try to hustle him away, though they will need to do quickly and quietly or they will be discovered. Unless the players are particularly skilled at stealth and skulduggery, they will likely be caught and confronted by the closing dragnet. On the other hand, the players could actually choose to turn him in, and if they do so, the encounter quickly ends with Boffen's secrets being revealed. Not only do the Drall constables demand that he return the Eye of Corell, but they tell him that his mother, the Duchess Lassa, is extremely displeased with his behavior.

Truly unscrupulous PCs might also try to rob Boffen of his cred stick and, if they discover it, the diamond. If they do so, Boffen makes a scene, quickly alerting the Drall police to his presence.

Should the PCs confront the Drall police (who are identifiable by the medallions they wear), the police demand the PCs hand over Boffen and the Eye of Corell. In all, there are nine constables led by a sergeant. If the PCs prove intractable or offer resistance, the constables use their flashsticks to attempt to stun the players rather than harm them, though should they be met with lethal fire from the players, they summon backup in the form of Wingriders.

BOFFEN NIBS [RIVAL]

The wayward son of Duchess Lassa Nibs, Boffen seeks thrills and adventure. Having decided to undertake a life of crime, Boffen stole the Eye of Corell from his mother in order to fund his underworld career. Unlike most of his kin, Boffen has a talent for lying and underhanded duplicity. Though not malicious in any sense, Boffen is self-centered and relatively naïve about the dangers of the galaxy.



Skills: Charm 1, Deception 1, Education 2, Perception 2, Skulduggery 3, Stealth 2, Streetwise 1.
Talents: None.
Abilities: None.
Equipment: Utility belt, cred stick with 2,000 credits, stolen gem (Eye of Corell).



DRALL POLICE SERGEANT [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	4	2	2	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	14	0 | 0

Skills: Discipline 2,, Leadership 2, Melee 3, Perception 3, Ranged (Light) 3, Vigilance 3.
Talents: Adversary 1 (upgrade on difficulty of all combat checks against this target once).
Abilities: None.
Equipment: Flashstick (Melee; Damage 4; Critical —; Range [Engaged]; Disorient 3, Stun Damage), 2 stun grenades (Ranged [Light]; Damage 8; Critical –; Range [Short]; Blast 8, Disorient 3, Limited Ammo 1, Stun Damage), 1 stimpack, comlink.

DRALL CONSTABLE [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	3	2	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	7	0 | 0

Skills (group only): Melee, Perception, Ranged (Light), Vigilance.
Talents: None.
Abilities: None.
Equipment: Flashstick (Melee; Damage 3; Critical –; Range [Engaged]; Disorient 3, Stun Damage), 2 stun grenades (Ranged [Light]; Damage 8; Critical –; Range [Short]; Blast 8, Disorient 3, Limited Ammo 1, Stun Damage), comlink.

If a battle erupts in the crowded marketplace, the police call in support, which includes three to four ibbot-mounted Wingriders. These arrive in three rounds, and the PCs should notice their approach at the beginning of the round prior to when they arrive (giving them a chance to flee). The Wingriders should be enough to encourage the PCs to run for it, but if not, the GM should note that if open conflict goes this far and the PCs show no signs of fleeing, he should feel free to arm his NPCs with more potent weaponry and even bring in CorSec agents. Drall is a civilized planet, and police forces respond swiftly to armed conflict in the middle of a city.

DENOUEMENT

As long as they don't cause a riot or bloodbath in the marketplace, the players may find this encounter profitable. If they helped Boffen elude his pursuers, he will pay them the agreed amount once at a relatively safe distance and go his way. If instead the players assisted the police by turning over Boffen, they will offer the players a reward of up to 500 credits for their assistance and take Boffen and the diamond back to the Duchess. Should the players harm or kill Boffen or steal the Eye of Corell for themselves, they find themselves hunted mercilessly by the Drall, who will turn to CorSec for aid, as well as place a large bounty on the characters' heads; a bounty sufficient to draw many of the galaxy's top hunters.

CONICAL SIX SUMMIT

This encounter takes place in Centerpoint Station in the Corellian system. The encounter requires a series of Athletics and Coordination checks as the party scales Centerpoint Station's Conical Mountains. The party could have been hired specifically to control the vynock population, to deploy a probe to the Glowpoint for a scientist, to search for a boy who went missing, or simply enjoying some downtime.

UNNATURAL BEAUTY

The Northern Conical Mountains are popular with thrill seekers and tourists. The low gravity granted by close proximity to the polar axis allows for a gentle ascent that even the unfit and elderly can manage. The Southern Conicals are almost never in use by tourists, instead looming over the farms and ranches of the southern end of Hollowtown. However, the Southern Conicals are the PCs' destination today. The PCs may be climbing the mountains for the following reasons:

- Five Brothers Resort and Casino hired the PCs to hunt vynocks—an air breathing mynock relative—infesting the mountains.
- The PCs received a voucher from Five Brothers letting them explore the currently off-limits Conical Six. This voucher could be provided by a friend, or as a reward for another job.
- The PCs could be hired by a local scientist, Doral Vinos, to place a probe near the summit. The probe will gather long-term data on the Glowpoint, and fits within a backpack. (If the GM uses this link, the probe has an encumbrance value of 3, and takes a couple minutes to secure once in place).

The closer you get to the Conicals, the angle of their slope reminds you more of a cluster of wroshyr tree trunks than true "mountains." At the base of one of the smaller spires dubbed Conical Six, the grass and soil starts to vanish, replaced by hull plating. Near the entrance to a fence surrounding the Conicals, you see an athletic, red-skinned Twi'lek stocking an equipment shack. Her shirt is emblazoned with the Five Brothers Resort and Casino logo. She waves when you approach.

"I heard we might have some climbers today," she grins enthusiastically and tosses some cable on a pile. "Ready for a challenge?"

Allow the players to talk with Sura, who offers equipment rentals. She can rent the party magnetic boots for 15 credits, which reduce the difficulty of all Athletics and Coordination checks made to climb the Conicals by one. She can also rent out repulsor packs for 45 credits, which cause any falls to be treated as if from short range (see Falling in the **Edge of the Empire** Core Rulebook, page 215). Sura also has a variety of general survival gear for sale. Anyone not trained in Athletics or Coordination is strongly encouraged to rent equipment. While speaking, she offers the following information:

- Five Brothers Resort and Casino recently obtained exclusive rights to tourist activity on Conical Six and has not yet opened to the public.
- Conical Six has an elevation of 3,500 meters.
- Vynocks have recently infested a section of the peak, and the casino is offering a 50 credit bounty per vynock carcass.
- The air gets thin enough halfway up for rebreathers.
- Sura sent one of her employees, a human boy named Jek Bannon, up the mountain to get some marketing holos. He's not due back for a couple hours, though.

If the party has no further questions, Sura shows them to the mountain path, which spirals around the base of the mountain a few times.

THE CLIMBING GAME

The mountainside is very steep and smooth, but there is enough pitting and cracking to facilitate a free climb as a last resort. Thankfully, a path protected by a guardrail spirals up the mountain until the party is 500 meters up. Where the path ends, there are six ropes that stretch upward into the clouds. Climbing the rope requires a **Hard (◆◆◆) Athletics check**, but the low gravity adds □ to the check (see Low Gravity, **Edge of the Empire** Core Rulebook, page 213).

The rope seems endless, stretching for hundreds of meters. Your back and shoulders burn, and your forearms feel numb and swollen. As you continue to climb, the air grows foggy and thickens into clouds, reducing visibility to centimeters, forcing you to monitor the progress of allies by shouting. Just when you think you cannot go on, you reach a ledge that begins a new trail, which has no guardrail.

The fog forces climbers to move slowly. Shadows seem to flit through the humidity, accompanied by distant avian screeches and the flapping of leathery wings. As the path twists around the mountain, the trail narrows to a tiny ledge covered in a thick, grey slime.



Characters can make an **Average (◆ ◆) Survival check** to determine the slime is actually vynock droppings. To pass the ledge, characters must put their backs against the mountain and shimmy carefully across. Characters must make an **Average (◆ ◆) Coordination check** to pass, though droppings on the ledge impose ■ ■ on the check. While crossing, the party is ambushed from above by a trio of vynocks. The vynocks favor attacking droids and armored characters first.

VYNOCK [MINION]

The vynock is a genetic cousin of the mynock. Known for eating raw and refined metal with equal relish, vynocks are found on terrestrial worlds throughout the galaxy. Their mouths secrete a powerful acid that renders even the hardest metals digestible. Like mynocks, vynocks have worm-like bodies with round, toothy maws, and clawed, leathery wings.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
1	4	1 | 1

Skills (group only): Brawl, Coordination.
Talents: None.

CLIMB CHECKS

Succeeding an Athletics check to climb leaves the player prone at the top, requiring a player to spend a maneuver or ◆ to stand. Players can also spend ◆ to grant a nearby ally ■ to their next check. Failing an Athletics or Coordination check while climbing can have disastrous consequences. While ⚙ might cost the player strain, failure can either force an additional check or a fall. In this situation, the player may make an **Average (◆ ◆) Coordination check** to try and catch himself on a ledge, rope, outcropping, or ally. Alternately, any party member in reach can spend ✱ to catch the character.

Abilities: None.
Equipment: Sucker-mouth (Brawl; Damage 3; Critical 6; Range [Engaged]; Burn 4), claws (Brawl; Damage 4; Critical 5; Range [Engaged]).

The party comes out of the cloud layer at 2,000 meters, exposing an imposing view of the massive central peak extending kilometers upward toward the endless noon of the Glowpoint. The air is noticeably warmer and thinner, forcing those with rebreathers to reach for them.

As the hike wears on, the heat from the Glowpoint becomes unbearable. Characters must make a **Hard (◆ ◆ ◆) Resilience check** to combat heat exhaustion. Failing the check leaves a player winded (cannot suffer strain to activate abilities or gain additional maneuvers until end of encounter). Reduce the difficulty one step if the player is using a rebreather or wearing thermal clothing to combat heat.

As the party continues along the path, they notice a cave 15 meters up a smooth cliff face; a human arm appears to be dangling off the edge. Free climbing the face requires a **Formidable (◆ ◆ ◆ ◆) Athletics check**, but characters with an ascension cable can make a **Hard (◆ ◆ ◆) Ranged (Light) check** to target the cave mouth, and an **Average (◆ ◆) Athletics check** to climb in.

Once the party reaches the top of the cliff, they see a boy of fifteen face down on the path near the cave entrance, clutching a plastoid backpack. Allow the party to make an **Average (◆ ◆) Medicine check** to revive the boy from heat exhaustion. While treating the boy, six vynocks (in two groups of three) come out of the cave at close range and attack the party. In round three, three more vynocks exit the cave (if the party is having problems with the first six, the GM can skip the second wave of vynocks). The cave terrain is considered difficult.

SKIN IN THE GAME

Once the vynocks are dispatched, read aloud or paraphrase the following:

As the last vynock drops to the cave floor smoking, the boy groans and his eyes flutter open. "Ungh, what happened?" He looks at the party to take stock of the situation, his eyes going wide at the horde of dead vynocks. "Wizard, you guys really saved my neck. It started to get hot, I went to put on my rebreather and must have passed out before I got it. My name is Jek, thanks for the save. I'm gonna comm Sura and get her to send the rescue flitter to meet us at the summit."

The party should collect the vynock carcasses in order to receive their reward. If the party explores the cave, an **Easy (◆) Perception** or **Survival check** yields a clutch of five vynock eggs, which can be collected, smashed, or left. Jek also has an equipment bag (Encumbrance 8), which the PCs can leave or bring with them; in his groggy state Jek forgets about it otherwise. The GM can mention it without the PCs making another Perception check. The cave cuts through the mountain and ends in a path to the summit, where the airspeeder meets the party after some time to appreciate the view.

The view from the summit is mind-bending. The entirety of Hollowtown appears as a rich green and blue patchwork quilt swallowing the Conicals on all sides. No matter which way you turn, the land rises up like a green and blue tidal wave, ready to collapse down upon you, and it takes a moment to get used to it.

DENOUEMENT

Sura meets the party at the landing pad and is relieved to see Jek back safely. She retrieves her equipment and gives a credit voucher to cash in at the Five Brothers Resort and Casino. The voucher is worth 50 credits per vynock carcass or egg, and a 250 credit bonus for saving Jek (an extra 50 credits if the PCs bring the bag). Award the party 10 XP per player for completing this encounter (in addition to whatever they would earn normally for the session).



THE CORELLIAN SHUFFLE

The party is recruited to run the Corellian Shuffle, a famous smuggling route on par with the Kessel Run. The run requires a series of precision hyperspace micro-jumps within the Corellian System to avoid Cor-Sec patrols, and fast in-flight cargo transfers between transports. The encounter is written as the party being hired by Gustip, a majordomo for a powerful crime syndicate based on Centerpoint Station, but the party can be hired by almost any criminal organization in the galaxy, or coerced into making the run if a favor obligation comes up. This encounter can be used to kick off a Corellian Sector campaign, introduce new NPCs, or even party members.

SO YOU NEED A SHIP, EH?

The party is approached by Gustip, a well-groomed Drall, flanked by a trio of Selonians. This can happen in any seedy cantina, spaceport, or crime lord's lair on any planet in the Corellian sector.

"Ah, gentlebeings. Hello, my name is Gustip. I am understanding you are in possession of a ship and a desire for credits, this is correct?" The Drall carries an aurodium-plated cane, which he leans on while smoothing an umber-colored septsilk sash. "I am in need of a ship and crew to dance the Corellian Shuffle, you are familiar with this?" Gustip raises an eyebrow at the party, then shakes his head in disappointment when it is clear they have not. "No?" He breathes over the ornate aurodium tope of the cane, and polishes it clean against the fur on his arm.

"Perhaps you know it as the 'Family Reunion'. It is a smuggling route. Cargo is placed on your ship, which you then deliver to four other ships at various points in the Corellian System. Getting from location to location is accomplished via a series of hyperspace micro-jumps. You will be given a case, a spacer's chest. At each transfer, the recipient will give it a seal. I will meet you at the end, and if I see all three seals intact, I know the job has been done, and you will be compensated 3,000 credits. If you lose or tamper with the chest, you forfeit your pay. If you fail to make delivery, you owe the value of the cargo. I'm told having a fast time ensures bragging rights among your sort."

The party can make an **opposed Negotiation versus Negotiation check** to try to increase their compensation to a maximum value of 4,000 credits. If no one is trained in Astrogation, or no one has an Intellect over three, Gustip offers secret navigational data that reduces the difficulty of all Astrogation checks in the encounter by one step. Gustip generally acts as though the characters are beneath him, and dealing with them is a chore. He provides the following information:

- Captive Oso Maduk gets transferred to the *Moldy Mynock* near Centerpoint Station.
- Ten crates of avabush spice get transferred to the *Nek Princess* near Selonia.
- Five crates of glitterstim spice get transferred to the *Empty Boot* near Drall.
- Expatriate Verd Ramos gets transferred to the *Horizon Legacy* near Corellia.

Once agreed, Gustip's Selonians go with the heroes to load their ship. Allow the party time to shift the cargo near their air lock or to any secret compartments. The prisoner, the expatriate, and all crates of spice are delivered covertly to the PC's ship.

GUSTIP, DRALL MAJOR-DOMO [RIVAL]

Baron Kaldo's competent major-domo, Gustip, often travels to other planets to organize smuggling runs and other criminal operations. This also grants Kaldo a level of plausible deniability that he uses to great effect when interacting with the Corellian aristocracy .

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	5	3	3	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	14	1 | 1

Skills: Cool 2, Knowledge (Core Worlds) 3, Knowledge (Education) 3, Knowledge (Underworld) 3, Negotiation 2, Perception 1, Streetwise 2.
Talents: Stroke of Genius (once per session, may substitute Intellect characteristic on a skill check).
Abilities: None.
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), superior concealed armored clothing (+1 defense, +2 soak), aurodium cane, encrypted datapad, comlink.

KEEPING TRACK OF TIME

The Corellian Shuffle is meant to be a timed smuggling run. GMs should tally the number of combat rounds from the moment the party reverts from hyperspace at Soronia, and stop time as soon as they safely comm the *Legacy Horizon*. A perfect time with no complications would be around 20 rounds, though the wild lawlessness of the Corellian System means there are always going to be complications.

MOVING CRATES

Allow the party to create a plan for moving their crates efficiently, and use these guidelines to help estimate how many combat rounds to tally at each cargo transfer. Play the transfer scenes out in a summarized narrative form. If one or more characters are working hard to move the crates a fair distance by hand, they may be forced to make an **Average (◆◆) Athletics Check**, with success resulting in less time required in loading the crates and failure resulting in two strain from fatigue.

- Getting from one side of a light freighter to the other generally takes 2 maneuvers.
- Removing a crate from a sealed hidden compartment takes 2 maneuvers.
- Opening or closing the airlock requires a maneuver.
- Moving a crate should take twice as many maneuvers as moving the same distance without one. Each PC can move one crate at a time; if they have a Brawn or Athletics of 3 or higher, they can move two crates, or move one crate at normal speed.

FIVE BROTHER SHUFFLE

The characters must first make a standard hyperspace jump to the Corellian System. This requires an **Easy (◆) Astrogation check**. The time of the jump varies based on where the party jumped from, but when they exit hyperspace, it is near Soronia at the edge of the system. During the jump, the party may want to strategize or talk with the passengers.

OSO MADUK, DUROS [RIVAL]

The Duros prisoner is wearing a dark, dingy tunic and trousers with brown mid-calf boots. A pair of scanner goggles hangs from his neck, and he is immobilized in a stun harness. Once in hyperspace, Oso talks to anyone nearby.

"Hey, you gotta let me out of here, seriously. You don't know what these guys do with murder witnesses. I'm just a holo-journalist, I'm innocent. You can say I got loose and stole an escape pod when we left hyperspace. My newsnet has a bureau on Tralus. C'mon, pal, what'dya say? Help a guy out here."

Oso has the following pieces of information to offer, though if the party seems too interested, he'll try and negotiate some measure of freedom in exchange. Anyone listening can make an **opposed Discipline versus Deception check** to recognize Oso is lying about who he is, and what will happen to him:

- Gustip represents a powerful crime syndicate based out of Centerpoint Station.
- Oso claims he was interviewing a would-be senator when the candidate was assassinated by Gustip's men. Oso was taken captive. If caught lying, he says he was running a scam on him.
- Oso is certain Gustip's boss plans to torture, interrogate, and then kill him.



Skills: Charm 2, Deception 2, Perception 2, Skulduggery 2, Stealth 2.
Talents: None.
Abilities: None.
Equipment: Scanner goggles.

VERD RAMOS [RIVAL]

Verd Ramos is an older man of about sixty with a quiet, but tired dignity. He is polite and wears a pressed dark green tunic and dark pants. Verd has little information to offer, having never met Oso Maduk or Gustip before. He claims to have been politically exiled from Corellia, and is returning in secret to visit his ill mother.



Skills: Cool 4, Coordination 3, Discipline 4, Melee 4, Negotiation 2, Perception 2, Stealth 2.
Talents: None.
Abilities: None.
Equipment: Datapad, comlink.

CENTERPOINT STATION: DROP 1

The party must make a micro-jump between Soronia and the coordinates near Centerpoint Station to rendezvous with their first target, the *Moldy Mynock*. Threading the gravity wells of Talus and Tralus to get close enough to Centerpoint is exceptionally diffi-

MAKING A MICRO-JUMP

Micro-jumps are used by military fleets to bring in reinforcements already in system or for sneak attacks where timing is critical. Micro-jumps can also be used to make quick getaways. Because the jumps are intra-system, they only take one combat round to execute. Plotting a micro-jump in this encounter takes two combat rounds and requires a **Hard (◆◆◆) Astrogation check**, with ■. Pilots often use their slower back-up hyperdrive when making a micro-jump because it allows for more accuracy, and should the jump damage the hyperdrive, it is cheaper to replace. Using a hyperdrive faster than Class 5 to perform a micro-jump adds ■ to any attempt.

A successful micro-jump brings the characters within medium range of their specific destination. Additional ✡ can reduce the time to calculate by one round. Each ◉ reduces the range band to the destination, while each ◎ increases it. ⊕ allows the PCs to make the micro-jump to zero rounds (it takes so little time, it's instantaneous). ▽ can add ■ to future checks or cause strain to the hyperdrive or other ship systems.

cult, incurring an additional ■ to the **Hard (◆◆◆) Astrogation check** (see the **Making a Microjump** sidebar). Upon reversion, the *Moldy Mynock* hails the party via a comm laser.

"This is the Moldy Mynock, *match our course, lower your shields, and prepare for docking."*

The party must maneuver to close range with the Mynock and make an **Easy (◆) Piloting (Space) check** in order to dock. If Oso convinced the party to let him use an escape pod, nine Selonian Thugs enter the ship with weapons drawn to confiscate the cargo and Verd and cancel the party's contract. Otherwise, a Selonian enters and unlocks Oso's restraints. Oso looks oddly pleased with himself, stretches casually, and gives the party a roguish salute.

"Thanks for the ride, fellas. You passed your interview. Gustip can't have any soft crews on his payroll. Good luck with the rest of the shuffle." Oso withdraws a sticker from his sleeve for Hollowtown's Nova Burst Nauga Ranch, and slaps it on the spacer's chest. "Now, if you'll excuse me, I have an appointment with a sabacc table." Oso offers the party a roguish salute before crossing over to the Moldy Mynock, *then seals the hatch.*

The time from the moment the hatch opens until it closes should be three structured gameplay rounds. The party can detach from the *Mynock* and make the next micro-jump. Smart parties may begin calculating this jump while the exchange is being made.

SELONIA: DROP 2

The micro-jump to the coordinates near Selonia requires a **Hard (◆◆◆) Astrogation check**. The *Nek Princess* is exactly where it should be. Once again, the party is told to lower shields and prepare for docking, which requires an **Easy (◆) Piloting (Space) check**. From the moment the ships are docked, the ten crates (300 doses per crate) of avabush spice can be unloaded in a number of structured gameplay rounds depending on where they were stashed. The GM can estimate how many rounds the transfer should take based on the party's plan at his discretion, playing out the transfer of cargo in narrative form. After unloading, the *Nek Princess*' loadmaster marks the crate with a sticker for a spelunking expedition on Selonia.

DRALL: DROP 3

The micro-jump to the coordinates near Drall requires a **Hard (◆◆◆) Astrogation check**. Upon reversion, the *Empty Boot* looms large out the cockpit. The massive bulk freighter directs the party to come alongside, power down, and let the tractor beam handle the landing. Four rounds after reaching engaged range, the lands landed. The five enviro-sealed cargo pods of glitterstim spice (80 doses per pod) can be unloaded in a number of structured rounds if placed for easy access. The GM can tally the rounds at his discretion, and again, the transfer of cargo should be summarized in narrative play. After unloading, a sticker for the Drall library is placed on the crate, and the party is free to take off and make their final approach to Corellia.

CORELLIA: DROP 4

The micro-jump to the coordinates near Corellia requires a **Hard (◆◆◆) Astrogation check**. Upon reversion, the view of the cockpit is taken up by a particularly large and icy asteroid. The pilot must make an **Average (◆◆) Piloting (Space) check** to avoid hitting the asteroid (hitting the asteroid is a major collisions for the ship; see **Collisions** on page 242 of the **Edge of the Empire** Core Rulebook). Even as the PCs maneuver away from the asteroid, a pair of Cloak-Shape fighters and a Firespray-31 patrol craft come around the asteroid and fire a warning shot.

"This is Captain Jostero of the Silestro Privateers, heave about and prepare to surrender your cargo, or fight back, and prepare to die. Your choice."



The pirates placed the astroid near common hyperspace jump routes to pull ships out of hyperspace and ambush them. The party should try to fight or run far enough from the asteroid to make another micro-jump, however, they may attempt to negotiate or surrender.

The pirates rely on their ion cannons to disable the ship, after which Captain Jostero and two pirates (a single minion group) board to subdue the crew. If there is no cargo left, Captain Jostero claims the ship as his own. If Jostero's allies are defeated, he flees as soon as he takes any damage.

Jostero pilots the *Bloodblade* and operates the weapons. The CloakShapes are piloted by pirates.

CAPTAIN JOSTERO [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	4	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	17	0 | 0

Skills: Coercion 3, Deception 3, Gunnery 2, Leadership 2, Perception 2, Piloting (Space) 3, Ranged (Light) 3.
Talents: None.
Abilities: Pirate Leader (may spend a maneuver giving orders to other pirate allies in medium range, granting them ■ on their next check).
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Stun setting), padded armor (+2 soak), comlink.

BLOODBLADE—MODIFIED FIRESPRAY SYSTEM PATROL CRAFT

SILHOUETTE	SPEED	HANDLING	DEFENSE	ARMOR	HULL TRAUMA	SYSTEM STRAIN
4	4	-1	2 - - 1	4	18	10

Hull Type/Class: Patrol Boat/Firespray.
Manufacturer: Kuat Systems Engineering.
Hyperdrive: Primary: Class 3, Backup: Class 15.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Compliment: Captain Jostero, two pirates.
Encumbrance Capacity: 40.
Passenger Capacity: Six (prisoners).
Consumables: One month.
Cost/Rarity: 80,000 credits/4.
Weapons: Forward mounted auto-blasters (Fire Arc Forward; Range Close; Damage 3; Critical Hit 5; Auto-fire).

Forward mounted light tractor beam projector (Fire Arc Forward; Range Close; Damage --; Critical Hit --; Tractor [2]).

CUSTOMIZATIONS

Predictive Targeting Array: When making an auto-fire attack with the ship's auto-blasters, do not increase the difficulty of the attack by one.

JOSTERO PIRATE [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	1	2	1	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	5	0 | 0

Skills (group only): Gunnery, Piloting (Space), Ranged (Light).
Talents: None.
Abilities: None.
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Stun setting), armored flight suit (+2 soak), modified CloakShape fighter.

MODIFIED CLOAKSHAPE STARFIGHTER

SILHOUETTE	SPEED	HANDLING	DEFENSE	ARMOR	HULL TRAUMA	SYSTEM STRAIN
3	4	0	0 - - 0	3	10	8

Hull Type/Class: CloakShape Fighter.
Manufacturer: Kuat Systems Engineering.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Close.
Ship's Compliment: One pilot.
Encumbrance Capacity: 12.
Passenger Capacity: None.
Consumables: One day.
Cost/Rarity: 38,000 credits/4.
Weapons: Forward mounted light laser cannons (Fire Arc Forward; Range Close; Damage 5; Critical Hit 3; Linked 1).

Forward mounted ion cannons (Fire Arc Forward; Range Close; Damage 5; Critical Hit 4; Ion, Linked 1).

CREDITS & CREDIBILITY

Once away from the pirates, the party can retry their micro-jump to Corellia with a **Hard (◆◆◆) Astrogation check**. Upon reversion, the party can contact the *Legacy Horizon*, at which point the run is complete and the GM can stop tracking time. The *Horizon* directs the party to land in Coronet, in the South Down Port Docks. Upon landing, Gustip exits the boarding ramp, along with a trio of Selonians. When he sees Verd and the spacer's chest, he addresses the party.

"I see you completed the errand satisfactorily." Gustip twists the tip of his cane, and withdraws a key from a small hidden compartment within. "This key opens the spacer's chest; your payment is within it, along with an encrypted comlink. You showed great poise today. If you ever want to run the shuffle again, don't hesitate to comm Master Ramos. I hope you enjoy your stay on Corellia, send notice whenever you wish to depart." With that, Gustip pirouettes and boards the Legacy Horizon, *which lifts off moments later.*

The party finds their compensation in the chest, along with the encrypted comlink. Flush with credits, the party can now head toward Treasure Ship Row to enjoy the fruits of their labors, or get to work repairing their ship for the next run. Award each player +5 XP for successfully completing the Corellian Shuffle. Also, tally up the total number of combat rounds spent on this encounter. A low time brings prestige to the party among the underworld, and can help them get more work, or better pay. Some possible rewards based on the party's time are as follows:

- **30 rounds or less:** +5 XP.
- **31-40 rounds:** Add ▢ to Charm or Negotiation checks made with fellow Corellian smugglers.
- **41-60 rounds:** One free drink at the Mynock's Haven on Treasure Ship Row.
- **61 or more rounds:** None.

RANDOMIZING THE SHUFFLE

The Corellian Shuffle modular encounter can be re-run over and over by the same party. GMs can alternate the cargo and passengers as needed to give variety. Alternate passengers can include undercover CorSec agents trying to catch Gustip red-handed, or perhaps Verd is really a Corellian Jedi in exile. It is also a great way to introduce new players to the party, or new NPCs. Also consider altering the cargo to include different forms of contraband such as arms, banned holos, illegal and exotic creatures, refugees, bounty targets, and more to keep repeated runs of the Shuffle fresh. Also consider other obstacles such as a debris field from a recent pirate battle.

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